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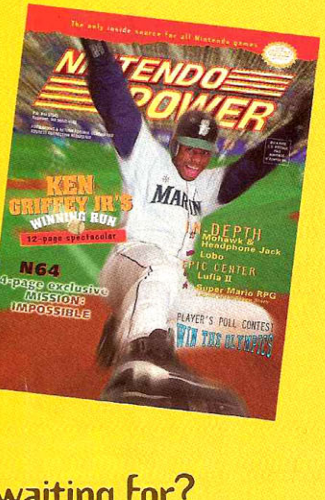

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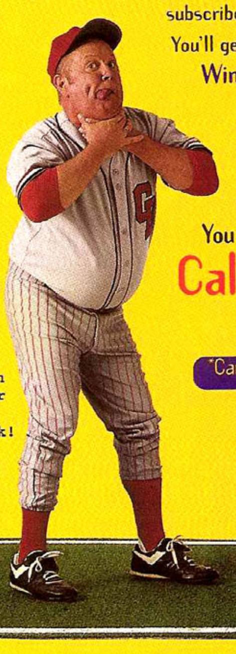

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Check out the list on page 106, then write down the numbers for your five favorite games in order of preference, with your top choice first.

A. Super NES 1.____ 2.____ 3.____ 4.____ 5.____

B. Game Boy 1.____ 2.____ 3.____ 4.____ 5.____

C. Virtual Boy 1.____ 2.____ 3.____ 4.____ 5.____

D. Which five products are you most interested in playing?
1.____ 2.____ 3.____ 4.____ 5.____

E. How old are you?
1. Under 6 2. 6-11 3. 12-14 4. 15-17 5. 18-24 6. 25 or older

F. Sex
1. Male 2. Female

G. Do you expect to purchase a N64 or receive one as a present in the next three months?
1. Yes 2. No 3. Not sure

H. Have you played the N64 at an in-store display?
1. Yes 2. No

I. Have you heard about the N64 on TV or read about it in another magazine or newspaper?
1. Yes 2. No

Do you own any of these game systems?

J. Sega Saturn	1. Yes	2. No
K. Sony PlayStation	1. Yes	2. No
L. 3DO Multiplayer	1. Yes	2. No
M. Virtual Boy	1. Yes	2. No

N. Do you expect to purchase a Game Boy Pocket or receive one as a present in the next three months?
1. Yes 2. No 3. Not sure

O. Do you already own a Game Boy?
1. Yes 2. No

Trivia question: What kind of bird races Mario down an icy slide in Super Mario 64?

Answer:____________________

Terrificamento! Now send in your card and keep your fingers crossed!

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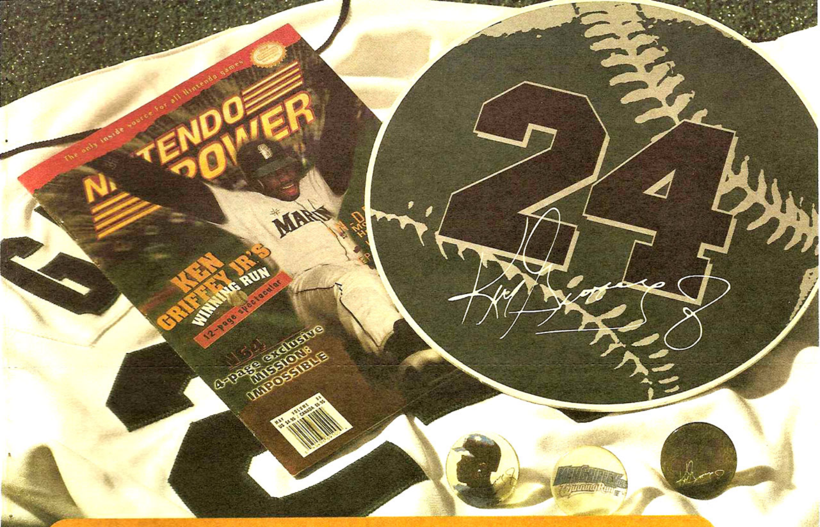
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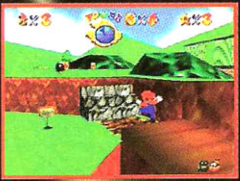
Super Mario 64: The Adventure Begins!

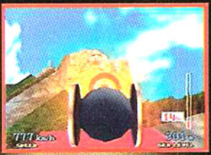
14

You've seen the tantalizing previews. Been dazzled by the early screen shots. This month, we begin in-depth coverage with a look at the layout of Princess Toadstool's castle and maps of the first few levels. Don't miss out on the details! It all starts on page 14.



Take Flight With Pilotwings 64

24

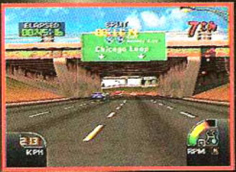


For aspiring N64 pilots, the wait is over. In this issue, complete coverage of Pilotwings 64 gets off the ground with flight plans for earning certificates in A and B classes. See the Pilotwings 64 world—from the air, beginning on page 24.

Ready for a Road Trip?

32

Any racer's engine would rev at the prospect of a coast to coast rally, and that's just what Cruis'n USA has to offer video thrill-seekers. The green flag drops on the racing action this month with a four-page preview.



POWER CHARTS

It's tag-team Tetris Attack, as both the Super NES and the brand-new Game Boy versions chart this month. Meanwhile, Mario's quest for the Smithy Gang puts him atop the Super NES Top 20. What are your fave games? Let the world know by sending in your Player's Poll Response Card at the back of this issue!

SUPER NES TOP 20

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
①	SUPER MARIO RPG	Nintendo	1	5
②	CHRONO TRIGGER	Square Soft	3	14
③	DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	Nintendo	2	11
4	THE LEGEND OF ZELDA: A LINK TO THE PAST	Nintendo	3	6
5	SUPER MARIO WORLD 2: YOSHI'S ISLAND	Nintendo	6	11
6	KEN GRIFFEY JR.'S WINNING RUN	Nintendo	5	4
7	FINAL FANTASY III	Square Soft	9	21
8	SUPER METROID	Nintendo	8	29
9	TETRIS ATTACK	Nintendo	7	2
10	KILLER INSTINCT	Nintendo	11	15
11	DONKEY KONG COUNTRY	Nintendo	13	23
12	SUPER MARIO KART	Nintendo	10	41
13	SECRET OF EVERMORE	Square Soft	—	10
14	FINAL FANTASY II	Square Soft	—	10
15	MORTAL KOMBAT 3	Williams	19	10
16	BREATH OF FIRE II	Acclaim	—	4
17	SECRET OF MANA	Square Soft	—	19
18	UNIRACERS	Nintendo	—	3
19	AEROBIZ SUPERSONIC	Koei	—	4
20	EARTHWORM JIM 2	Playmates	16	11

MOST WANTED

1. NINTENDO 64
2. SUPER MARIO 64 (N64)
3. MORTAL KOMBAT TRILOGY (N64)
4. CRUIS'N USA (N64)
5. KILLER INSTINCT (N64)
6. STAR WARS: SHADOWS OF THE EMPIRE (N64)
7. DOOM (N64)
8. PILOTWINGS 64 (N64)
9. SUPER MARIO RPG
10. MISSION IMPOSSIBLE (N64)

GAME BOY TOP 10

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
①	THE LEGEND OF ZELDA: LINK'S AWAKENING	Nintendo	1	41
②	TETRIS ATTACK	Nintendo	NEW	1
③	TETRIS	Nintendo	3	46
4	DKL 2: DIDDY'S KONG QUEST	Nintendo	NEW	2
5	SUPER MARIO LAND 2: 6 GOLDEN COINS	Nintendo	6	46
6	METROID II: RETURN OF SAMUS	Nintendo	4	57
7	DONKEY KONG LAND	Nintendo	2	20
8	WARIO LAND: SUPER MARIO LAND 3	Nintendo	5	25
9	KIRBY'S BLOCK BALL	Nintendo	NEW	2
10	DONKEY KONG	Nintendo	4	24

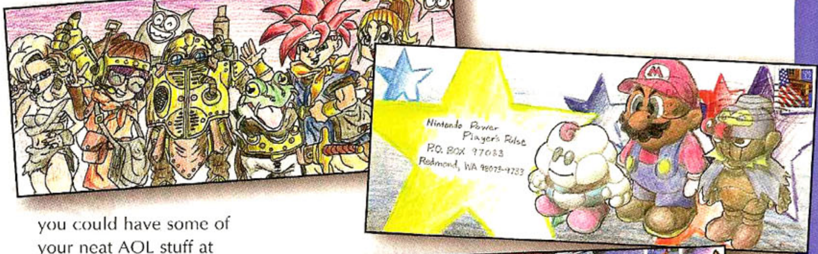
TOP FIVE KIRBY GAMES

A cute creampuff who's one tough cookie, Kirby has wowed millions of action fans worldwide. Kirby Super Star bounds into stores everywhere in September. Check out our exclusive review beginning on page 50!

1. KIRBY SUPER STAR (SUPER NES)
2. KIRBY'S BLOCK BALL (GAME BOY)
3. KIRBY'S PINBALL LAND (GAME BOY)
4. KIRBY'S DREAM LAND 2 (GAME BOY)
5. KIRBY'S DREAM LAND (GAME BOY)

VIRTUAL BOY TOP 5

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
①	WARIO LAND	Nintendo	1	11
2	MARIO'S TENNIS	Nintendo	2	11
3	GOLF	Nintendo	4	5
4	3-D TETRIS	Nintendo	5	4
5	MARIO CLASH	Nintendo	—	4



you could have some of your neat AOL stuff at your Nintendo Web site?

Jeffrey K. Czyz
via the Internet

We'd love to run an interactive story or celebrity chat at www.nintendo.com, but technical difficulties (example: old browsers) would shut out many an Internet traveler, and we sure don't want to do that. As technology improves, so will our site. Count on it.

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Nothing Dinky Here!

When I finally got the chance to check out your Web site, I must say I was shocked. I was expecting a dinky little thing that basically just had all the articles from the magazine typed up onto a computer screen. But what I got was something else! In the section about Super Mario RPG (which is a fantastic game!), that little twirling star above the Mario logo is just the best. I don't know why, but I sat for three minutes watching that star twirl. Then, I ventured into this fantastic little place called Classified Info. Trust me, this thing tops all. No more searching through boxes and boxes of old issues for codes. So of course, I subscribed right away to get all the codes! I can't be happier! The only complaint I have is that in this section you kind of overdid it with the frames. It's kind of squishy and hard to see everything. But other than that, the Classified Info Code Bank is bliss, the nirvana of Nintendo gamers.

George Wright
via the Internet

Graphical Revolution

I can't believe how much things have changed from the NES to the N64. The NES, with its rigid graphics and ugly sound effects, to the N64, with smooth 3D graphics and symphonic overtures. I have been a loyal subscriber and reader of Nintendo Power from Volume 1, with the clay Mario figure holding a mushroom on the cover. Now I look at Volume 86, and there's N64 coverage. It's amazing how, over 7 years and 2 months, graphics and music have undergone such dramatic makeovers.

Nick Pagano
Hasbrouck Heights,
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PLAYER'S PULSE

Nintendo Power readers are looking forward eagerly to the official North American debut of the Nintendo 64 on September 30, but that hasn't kept them from sending in their opinions on everything from Classified Information to the Nintendo Web site!

This Issue Beats All

I just received my latest issue of Nintendo Power (Volume 86) and it was awesome. I really loved the Beat the Boss article. You should make this a permanent section in NP. Also you should offer strategies to beat bosses in old games, like Mega Man X.

Mohammed Quaizar
via the Internet

Beat the Boss will make a comeback, but don't expect it every month.

Love Those Letters

You should expand Player's Pulse even more. Every month that is the first section I turn to. Please don't print short letters that totally agree with your magazine. Please stop coverage of Virtual Boy due to the fact that it is very unpopular with me and my friends and every living thing on this planet. Return the Power Charts to two pages! It was much cooler before. Now I can barely find it. Good job with Epic Center. It has really gotten me interested in RPGs.

Michael Stoops
via America Online

Ease Up on the N64

I think you've been spending just a little too much time on the N64. Don't get me wrong: I'm thrilled with the graphics and everything, but it hasn't even been released. Also, in Volume 86 you only reviewed three games in Now Playing, and only one got a seal of approval. However, I still think Player's Pulse and Classified Info are great. Keep up the good work in those departments.

Ian Wright
Herndon, Virginia

Princess
Zelda

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CHRONO TRIGGER
Nintendo Power
Player's Pulse
P.O. Box 97033
Redmond, WA

Some months, tons o' games come out; other months, only a handful. As for the solo seal of approval, what good would it be if we handed one out to every game that came out?

Arena? Aaargh!

I already own a NES, Game Boy and Super NES. The only other system I want is Virtual Boy. I don't want an N64. I like better graphics, but I don't want to buy a system for them. I think that Epic Center should be greatly expanded, but I would get rid of Arena. Besides reminding me of games I want but don't own, it's also a place for good gamers to brag. No offense.

Josh Lippert
via the Internet

Ha Ha Ha

I like your magazine and all, but you need more fun things, well I mean funnier things. Like making fun of games that are just insane to even be put on the market. You have a lot of information and everything, it's just that there isn't really anything that catches me and won't let me go. I'm sorry to insult your magazine, I like it and all but I just had to tell you that.

Joey Gibson
via the Internet

Web Site: Bummer

There is only one problem regarding your on-line resources: everything good is on America Online! All the chats with Mr. Miyamoto and Ken Griffey Jr., the on-line games like Blood of the Chozo, and all the other stuff that I never got to take part in are only on America Online. Anyway to get to the point, is there any way

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LETTERS, CONTINUED...

Power Pucks

I was wondering if you could run an article about NHL '96. It is the best sports game I have ever played! Try to include some codes, such as for secret sports teams.

Ryan Leemhuis
Rochester Hills, Michigan

Feast your eyes on Classified Information in Volume 87 for some super-secret teams, Ryan. Those crafty code-jockeys at Electronic Arts snuck a few surprises into their smash-hit puckfest!

Contest Question

Can nonsubscribers still participate in the Player's Poll Contest every month?

Aaron R. Droller
via American Online

You bet!

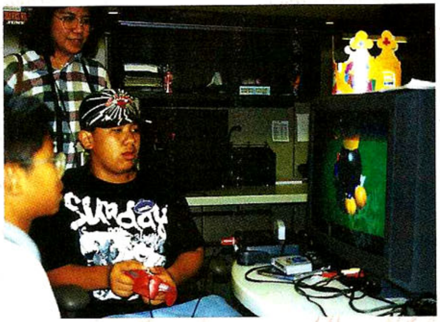
Groovin' at E3

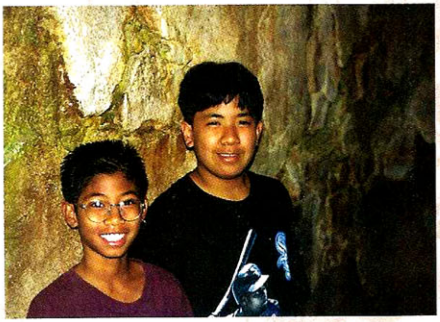
I had the great opportunity to attend the recent E3 show in Los Angeles and played the Nintendo 64 system as well as the other notable systems currently on the market, such as the PlayStation and the Saturn. I was very impressed with the N64. There were long lines at each of the N64 stations where guests anxiously awaited their turns to play Super Mario 64, Pilotwings 64 and other titles. No doubt about it, interest was very high at the Nintendo E3 booth. What a blast to have been part of the whole experience. I also had a chance to meet and talk briefly with your online Game Counselors, who seemed to be great folks and very personable. Although I was a guest of Philips Media, I felt like a kid in a candy store and now understand why Nintendo Power is always very excited about the E3 shows. It was the opportunity of a lifetime to attend.

Elaine Palmer
Los Angeles, California

I'm So Disney, My Head's Spinnin'

Volume 81 Grand Prize Winner Dan Tiempo of Desplaines, Illinois, went where no gamer had ever gone before when he won a rare peek behind the scenes at Disney Interactive! It turned out, though, that Dan was most impressed by a 64-bit plumber just off the plane from Japan. He spent two hours playing Super Mario 64 before heading out to Disneyland, where he and cousin Chris Daliva caught the hot new Indiana Jones ride in Adventureland.





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Lots of pre-recorded help:
Any Super Mario Bros. game for the Super NES or NES, including Yoshi's Island and Super Mario RPG. Also any Zelda game, Lufia II, Killer Instinct, Mortal Kombat II, Mortal Kombat 3, EarthBound, Illusion of Gaia, Super Metroid, Secret of Evermore, Breath of Fire, Breath of Fire II, Chrono Trigger, Final Fantasy III, Donkey Kong Country, Donkey Kong Country 2, Donkey Kong Land and Super Punch-Out!!

Also:
News about hot new games, the Nintendo 64 & other cool stuff.
This call may be long distance, so before you call, be sure to get permission from whoever pays the bill.

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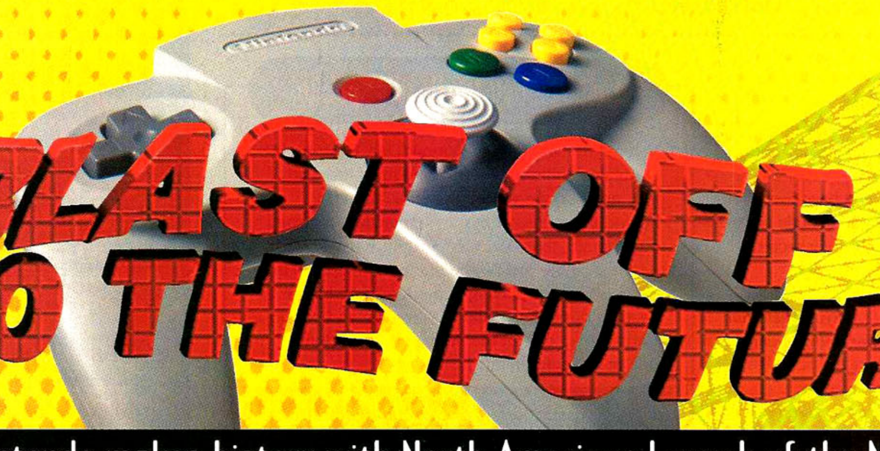


BLAST OFF TO THE FUTURE

Nintendo makes history with North American Launch of the N64.

The N is near!

On September 29th, the most anticipated system in video-game history goes on sale in stores all over the United States and Canada. Mark your calendar and hustle on down to your local Nintendo dealer. If the N64's appearance in North America is anything like its Japanese debut, you can expect one of the wildest days in retailing history. In Japan, eager gamers lined up the night before the N64 went on sale. Two shipments, totaling a half-million systems, sold out in a week. Many of those systems went to game players who placed their orders and plunked down 25,000 yen (about $250) long before the N64 hit the shelves. It's not surprising that Nintendo officials are advising retailers to prepare for an onslaught of game players eager to get their hands on the future of fun.

NINTENDO 64
NINTENDO64
THE FUN MACHINE
THE MACHINE
THE CONTROLLER
THE GAMES

This great-looking box contains a world of fun. Nintendo plans to ship at least 1 million to U.S. and Canadian stores by March 30th, 1997.

Let the Games Begin

Nintendo's philosophy is simple: deliver the best games, period. That's why Nintendo and the Dream Team of third-party developers are busy putting the finishing touches on an all-star lineup of games slated to ship soon after the initial N64 launch.

Blast Corps	Nintendo
Cruis'n USA	Nintendo
Killer Instinct Gold	Nintendo
Mortal Kombat Trilogy	Williams
NBA Hang Time	Williams
Star Wars: Shadows of the Empire	Nintendo
Tetrisphere	Nintendo
Turok: Dinosaur Hunter	Acclaim
Wave Race 64	Nintendo
Wayne Gretzky's 3-D Hockey	Williams

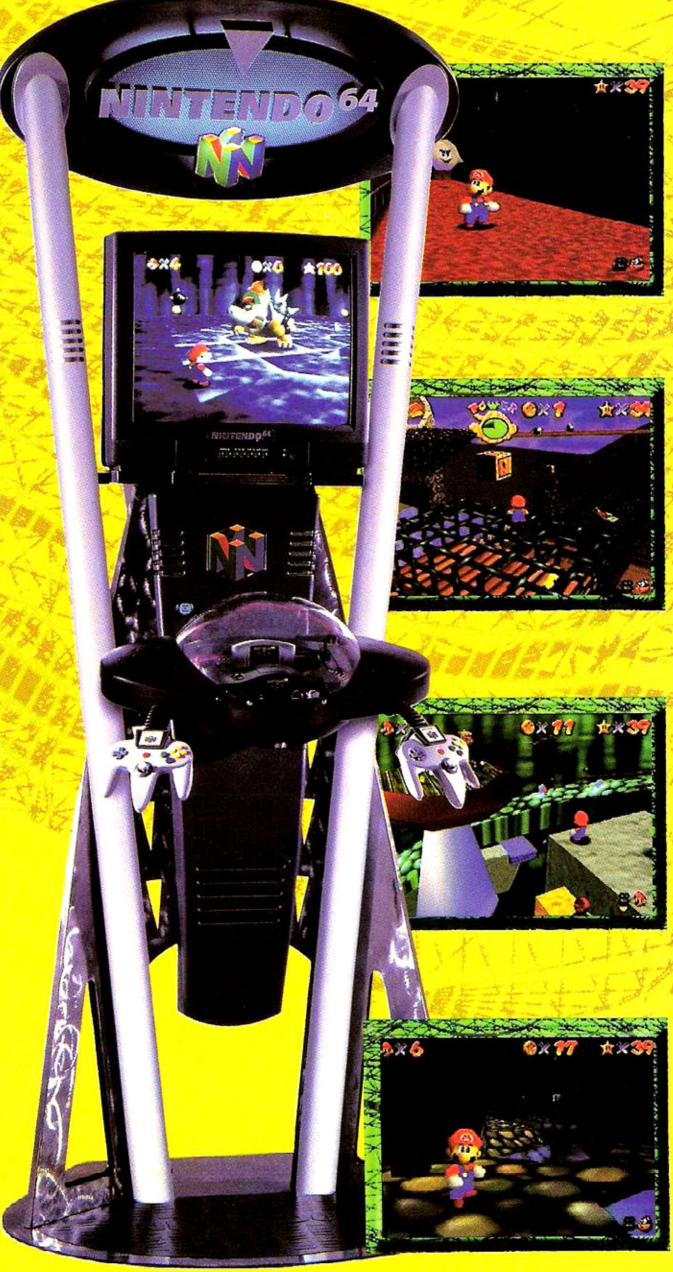
Can't wait 'til September 29th to take the N64 for a spin? U.S. residents might want to head over to their local Toys 'R' Us. Beginning the first week of September, every stateside Toys 'R' Us will have a special N64 section featuring at least three systems that you can test out. No Toys 'R' Us nearby? Don't despair. Throughout September, other Nintendo retailers will be setting up displays as fast as they can get them. Every Target and most Wal-Mart stores are slated to get playable N64 displays. At least 3,000 Blockbuster Video stores nationwide will be getting display systems that you can try out. By mid-October, more than 10,000 playable N64 displays will be up and running in the United States.

Still can't find a store with an N64 you can try out? Many more will be running N64 demos. Across the United States, about 1,800 stores will have N64 games on their Power Previews displays. At the push of a button, you'll be able to preview Super Mario 64, Pilotwings 64 and other hot new titles.

If a brief tryout in a store leaves you thirsting for more, you can rent a system at your local Blockbuster Video store. From the launch date until November 30th, Blockbuster Video will be the only official rental dealer in the U.S. For $16.99, you'll get everything you need for instant fun, including the N64 control deck, all the necessary cables and cords, two controllers, instructions and your choice of a Game Pak.

Canadian game players can also look forward to a big piece of the N64 action. In fact, they've already been enjoying the game this summer at special Nintendo

Team Nintendo ace Alan Belardinelli demos Super Mario 64 at the Nintendo Power Pod in Toronto.



To really appreciate the N64, you've gotta play it. Fortunately, that won't be too hard. By launch date, high-tech displays like this one will be installed in stores from coast to coast. Head on down to your local Nintendo retailer to get your fingers on the future of fun!

NINTENDO®64

CPU:
64–bit RISC CPU (customized MIPS R4000 series)
Clock Speed: 93.75 MHz

MEMORY:
36-megabit DRAM. Maximum transfer speed:
4,500 bits per second

CO-PROCESSOR:
Integrated SP (sound and graphics processor) and DP
(pixel drawing processor). 64-bit, 62.5 MHz

RESOLUTION:
Maximum 640 / 480 dots
Flicker–free interlace mode support

COLOR:
Red, green, blue, alpha (color and transparency)
32-bit RGBA on-screen color support
21-bit color video output

GRAPHICS PROCESSING:
Z-Buffer
Anti-aliasing
Realistic texture mapping:
- tri-linear MIP-map interpolation
- perspective correction
- reflection mapping

A crack team of artists and engineers at Nintendo Company Ltd. collaborated on the sleek and chic N64 case. The controller's groundbreaking design allows characters to move freely in a 3-D environment. The analog Control Stick gives you precision game control. No other system has anything like it!

pavilions in theme parks in Toronto, Montreal and Vancouver. By mid-September, every Toys 'R' Us in the country will have a display with at least one playable N64. Other outlets will join the N64 brigade, so that by launch date, more than 600 different stores across the country will have playable displays. Wanna take an N64 home for a few nights? Beginning September 30th, every Rogers Video (Videotron in Quebec), about 250 outlets in all, will rent an N64 and your choice of one game for three nights for $14.99. Rogers is also running a contest in which you'll have a chance to win an N64!

If we hear about additional places you can play the N64, we'll post them on Nintendo Power Source on America Online (Keyword: Nintendo) and the Nintendo Web site (www.nintendo.com).

Gearing Up

The North American version of the N64 will come with the Control Deck AC adapter and one controller. In order to keep the price down, Nintendo decided to leave out the A/V cable that connects the console to a TV set. This shouldn't present a problem for Super NES owners, who are expected to be in the majority of N64 buyers. They can simply use their A/V cables to hook up their N64s. In case you don't have a Super NES, Nintendo dealers will stock A/V cables.

Mission Control

Separate controllers will also be available at the launch, even though the first multiplayer games won't ship until later. You'll have your choice of six Play It Loud colors, including red, yellow, blue, green, charcoal and light gray. The manufacturer's suggested retail price for these polychromatic beauties is $29.95 apiece. The N64 Controller Pak™ should appear on store shelves later in the fall. Slotting into the bottom of the N64 Controller, this add-on device will store personal game-play info, such as your name and save point. Take it along to a friend's house and you'll be able to pick up a game where you left off!

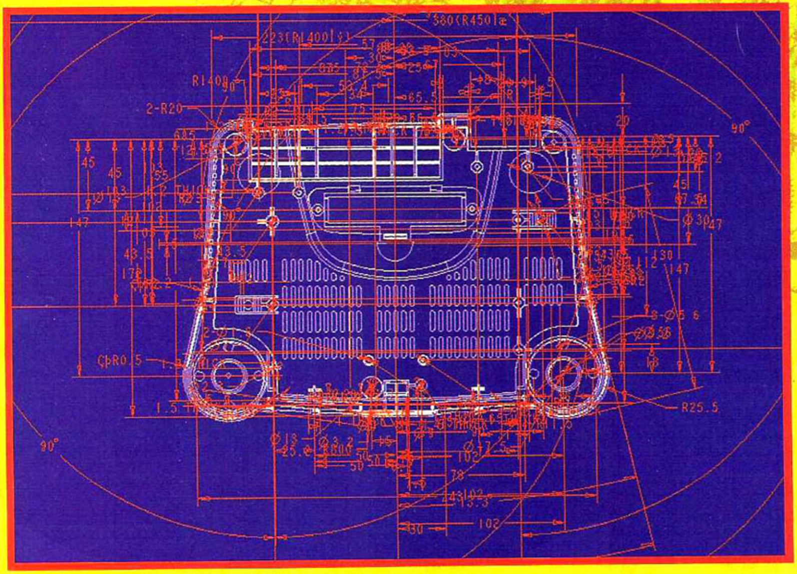
Technical Stuff

The hardware wizards at Nintendo and Silicon Graphics really pushed the envelope with the N64. The result: a fast, powerful system that offers game developers plenty of room to grow. You get the world's greatest gaming experience now and you're assured of getting amazing new games far into the future. What a deal!

Here's a quick guide to some of the technical feats behind this groundbreaking system. Note that most of these capabilities are "hard-wired" into the N64, which means they're built right into the hardware. You can achieve some of these same effects in other video-game systems, but often they've been slapped on with software that can slow down the system. Expect future generations of N64 games to far outperform games for other systems!

THE FUN MACHINE

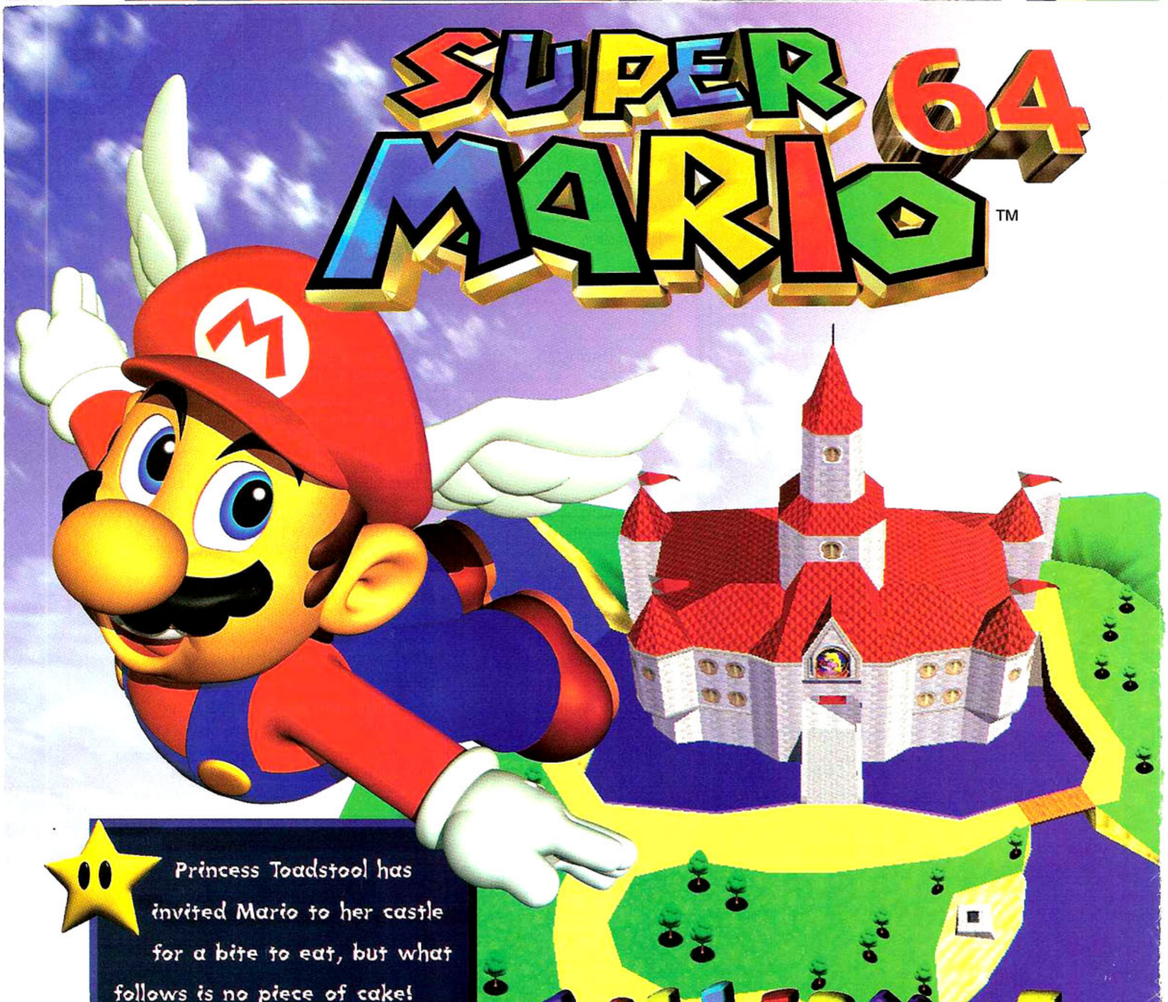
What It's Called	What It Does
Anti-aliasing	Smooths out jagged edges
Alphablending	Makes great transparency effects. For example, objects seen through water look different than objects seen through air
CPU	Central processing unit. 64 bits means fast and powerful
Level-of-detail (LOD) management	Powerful Reality CoProcessor generates huge, richly detailed worlds, with many objects up close and far away
Microcode	Custom CPU control instructions optimized for audio, lighting, graphic details and other ultra-realistic effects
Reality Co-processor	The heart and soul of the N64. A 64-bit custom chip from Silicon Graphics that performs all graphics and audio processing
Texture mapping	Puts a bitmap picture, or texture, onto a surface. In other words, a brick wall looks like a brick wall, not like a blank one
Trilinear MIP-map interpolation	Subtly blends colors and patterns of texture maps to make objects more realistic, even as they move closer to you
Unified Memory Architecture	The N64 has lots of fast memory. You'll be able to add to it, too
Wavetable synthesis	Dynamic high-fidelity sounds. Found in pricey multimedia PCs
Z-Buffer	Keeps stuff in the right place even if you're moving quickly. Objects maintain their true spatial relationships



Siliicon Graphics helped develop the heart and soul of the N64. SGI also provided the workstations used to design the oh-so-cool case. Pop in a Game Pak, though, and you'll instantly forget all the technical specs. You've never experienced anything like the thrill of playing with the world's greatest fun machine!

NINTENDO64

SUPER MARIO 64™



Princess Toadstool has invited Mario to her castle for a bite to eat, but what follows is no piece of cake! Follow Mario as he leaps into 15 vast worlds, plus many more secret areas. He'll find lava lakes, murky mazes and sunken ships. He'll ride a condor, squash giant bugs and dodge a vicious piano. Welcome to the wild worlds of Super Mario 64!

A GALLERY OF WONDERS

Toss away all your preconceptions about fun. The first truly interactive 3-D video game is here! For the first time ever, you can change your view of the action. This unprecedented freedom is a vital part of the game-play experience. Throughout Super Mario 64, you'll find yourself pausing to check out the best way to proceed. To get the lay of the land, you'll use the yellow C Buttons to change the position of the camera held by the Lakitu Brothers. You can also press the R Button to zoom in from the Lakitus' to Mario's point of view. When you're ready, enter treacherous worlds where Bowser's fierce minions will stop at nothing to keep you from retrieving the castle's Power Stars. To get there, you'll have to leap through paintings in the castle. Talk about weird art!

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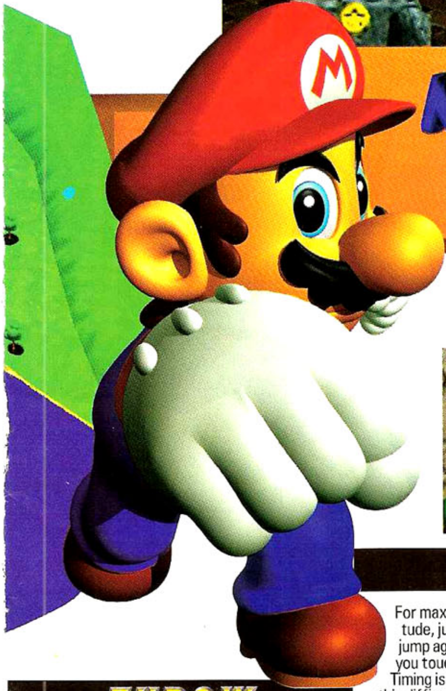
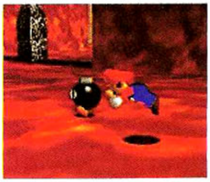
MARIO'S SUPER MOVES



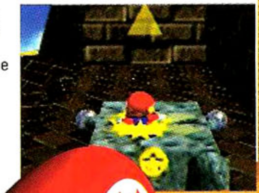
The analog Control Stick gives such pinpoint control that you'll be happy just to experiment with Mario's super moves before venturing through a painting. Try pushing the A, B and Z buttons in different combinations as you zip about the castle grounds and interior. You'll also notice that you can make Mario creep, walk or run, simply by pressing the Control Stick at different angles. The castle moat offers a safe environment for taking swimming lessons. Here are just a few of Mario's many moves. You'll find many more as you play the game!

SLIDE ATTACK



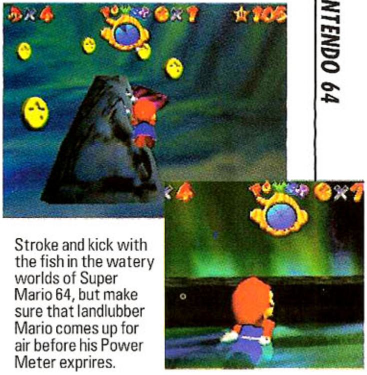
Grab Bob-ombs and fetch animal friends by pressing the B Button while dashing at them. Gain altitude, and add style, by pressing the A Button to leap before pressing the B Button.

POUND THE GROUND



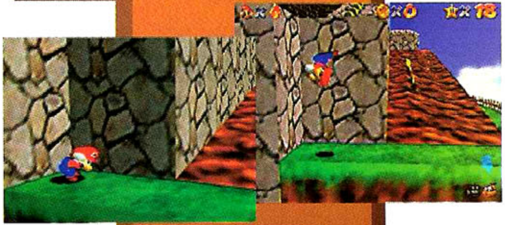
Squish enemies and break boxes by jumping and then pressing the Z Button while airborne.

SWIM



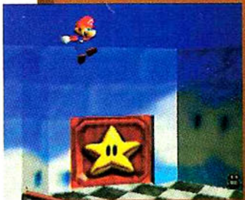
Stroke and kick with the fish in the watery worlds of Super Mario 64, but make sure that landlubber Mario comes up for air before his Power Meter expires.

BACK SOMERSAULT



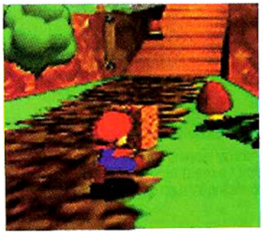
Do a Backward Somersault to gain more height than you can with a conventional jump. Press the Z Button before springing backwards with a tap of the A Button. It's one of the handiest moves Mario can make.

WALL KICK



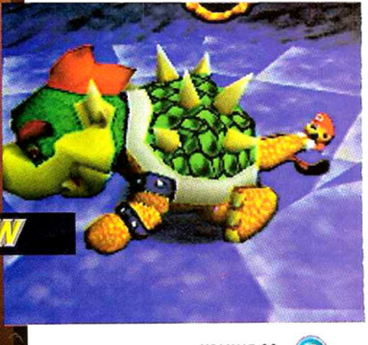
For maximum altitude, jump, then jump again just as you touch a wall. Timing is critical in this difficult move. The Wall Kick is the only way you'll reach high places and things.

THROW



A good way to say "Adios" to enemies is to hurl coin-filled boxes at them. You can also throw some enemies, such as Bob-ombs, and other objects.

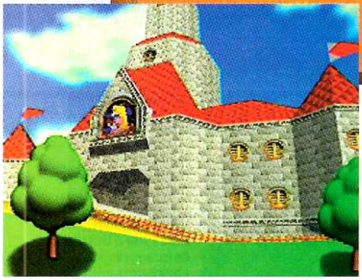
GIANT THROW



The only way little Mario can beat big, bad Bowser is by grabbing the brute by the tail and whipping him around and around before hurling him into targets.

PRINCESS TOADSTOOL'S CASTLE

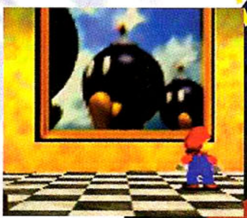
Arriving at the Princess's castle, Mario finds the place mysteriously empty. Bowser has swiped the castle's Power Stars and hidden them in 15 ominous worlds he's created behind the castle's paintings and in other areas. Bowser has assigned belligerent baddies to guard some of the Stars; others, he has hidden in hard-to-reach locations. To recover the Stars, Mario must solve puzzles, navigate obsticle courses, and best Bowser's bad guys.



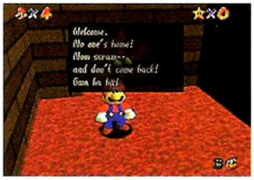
BOB-OMB BATTLE FIELD

STARS REQUIRED 0

Mario's first trip through a painting lands him in an explosive situation. It seems that Bowser has installed a bunch of his hot-headed pals in a cool green countryside. They object to unannounced visitors, even mellow Mario!

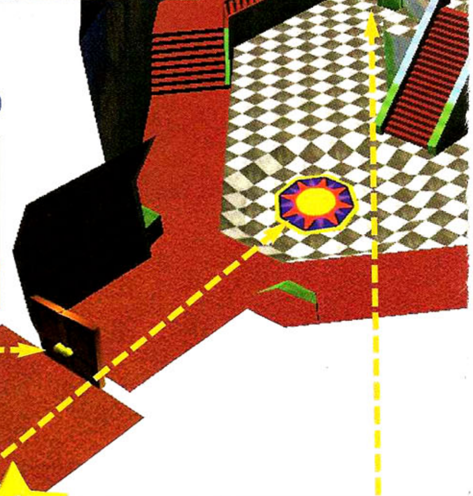


ENTRANCE



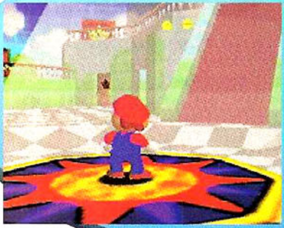
Welcome.
No one's home!
Now scram--
and don't come back!
Gwa ha ha!

Mario senses that something is wrong as soon as he enters. Everyone is missing. Why?



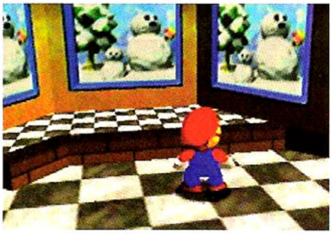
SECRET SWITCH

The translucent Red Blocks you'll see in early worlds contain Wing Caps, but they can't be activated until you win eight Stars and gaze up into this sunbeam shining down into the grand hall. When you do, Mario will suddenly find himself gliding high above the clouds. He should land on top of a tower and step on the Wing Cap Switch to activate all the Red Blocks. Mario can also win a Star by snagging eight Red Coins floating in the sky.



COOL, COOL MOUNTAIN

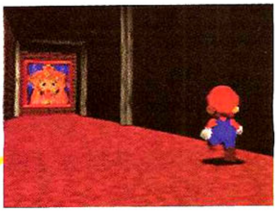
STARS REQUIRED 3



Hit the slopes by leaping through a snowscape, but don't expect easy sledding as you try to avoid sliding into an icy oblivion!

BOWSER IN THE THE DARK WORLD

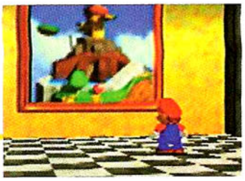
STARS REQUIRED 8



Mario would love to see the Princess's portrait up close and personal, but Bowser has a little pitfall waiting for him!

WHOMP'S FORTRESS

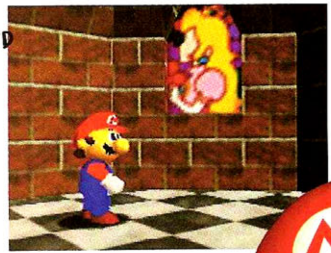
STARS REQUIRED 1



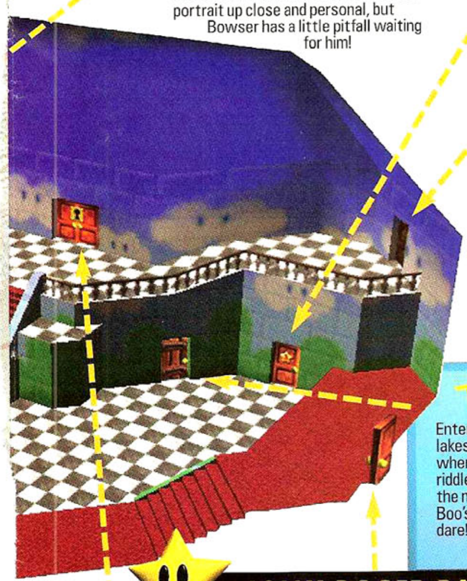
A great stone face and his craggy crew rule a rockbound kingdom. Tiptoe through the garden if you don't want to become lunch for a Piranha Plant. Take your time and you'll find plenty of riches scattered about the landscape!

THE PRINCESS'S SECRET SLIDE

STARS REQUIRED 1



The corner of the mezzanine leads to the Princess's secret art gallery and even more-secret slide. Return again and again for fun and profit. You can also win two Stars here—if you're fast enough.

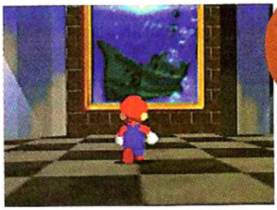


TO THE BASEMENT

Enter strange new worlds, including a pair of scalding lava lakes, a smoky maze and a desert where you'll have to solve the riddle of a great pyramid. Drain the moat and even enter Big Boo's haunted house if you dare!

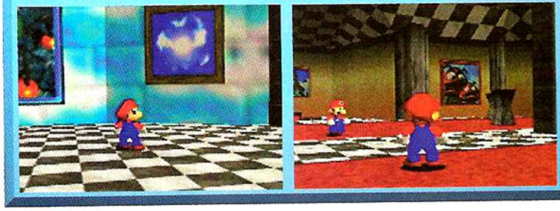
JOLLY ROGER BAY

STARS REQUIRED 3

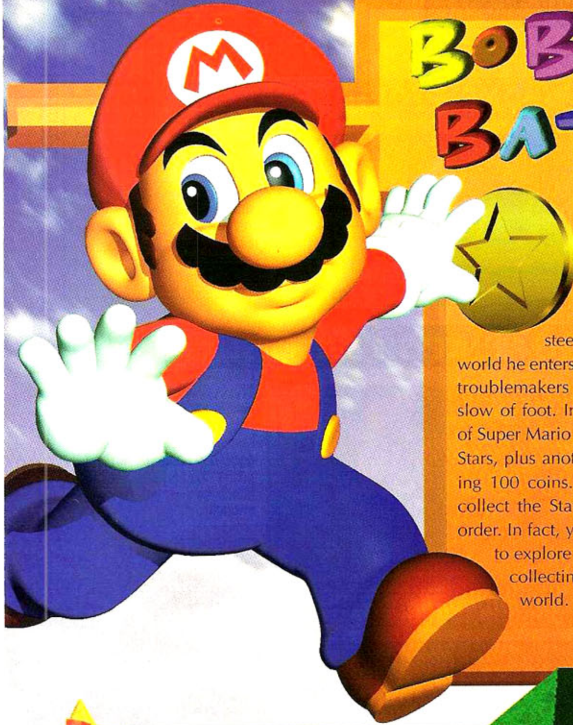


A quest for sunken treasure leads Mario into the deep, dark waters of Jolly Roger Bay. If the giant eel doesn't scare him off, the titanic scallops would love to have him for lunch!

TO THE CASTLE TOWER

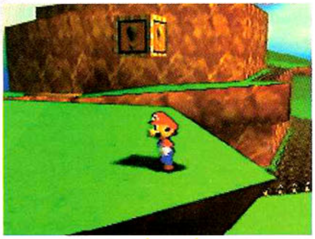


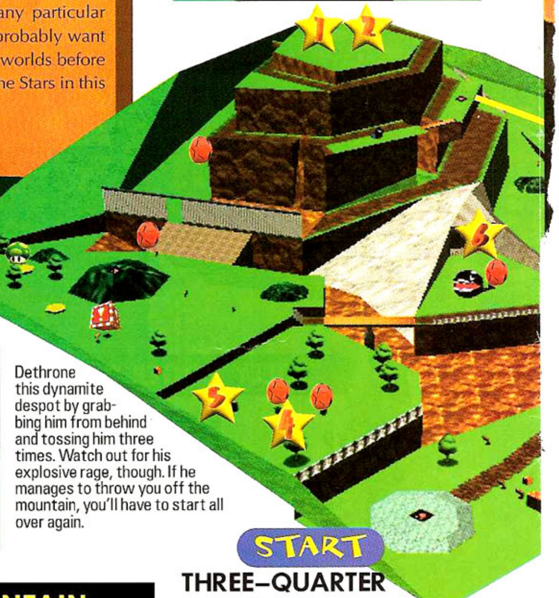
Mario gets very small and monstrously big on a strange island high up in the castle tower. He must also fathom a flooded city and, in his most astounding adventure yet, make time stand still. When things start moving again, it's time for a showdown with Bowser!



BOB-OMB BATTLEFIELD

It's a trial by firepower as Mario dodges bellicose Bob-ombs and scuttles up the steep slopes of the first world he enters. Fortunately, all the troublemakers in this stage are slow of foot. In each major world of Super Mario 64, you can win six Stars, plus another Star for collecting 100 coins. You don't have to collect the Stars in any particular order. In fact, you'll probably want to explore other worlds before collecting all the Stars in this world.

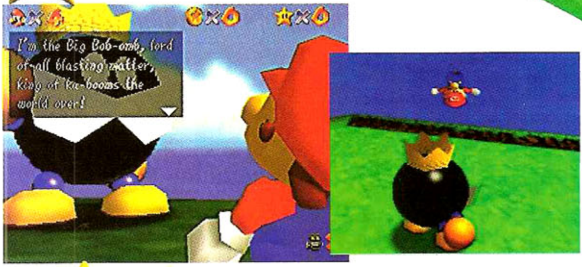




THREE–QUARTER VIEW

- 🍄 **1-UP MUSHROOM**
- ● **BLUE COIN**
- ● **RED COIN**
- **WING CAP**
- ★ **STAR**
- ♥ **HEART**

1 BLAST THE BIG BOB-OMB

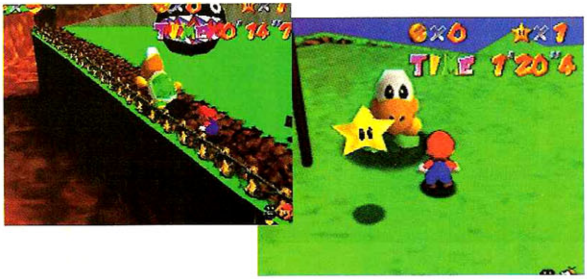


I'm the Big Bob-omb, lord of all blasting matter, King of Ka-booms the world over!

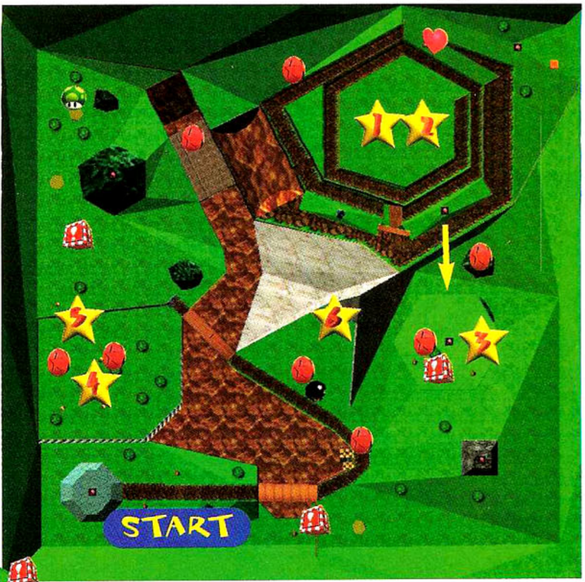
Dethrone this dynamite despot by grabbing him from behind and tossing him three times. Watch out for his explosive rage, though. If he manages to throw you off the mountain, you'll have to start all over again.

2 RACE TO THE TOP OF THE MOUNTAIN

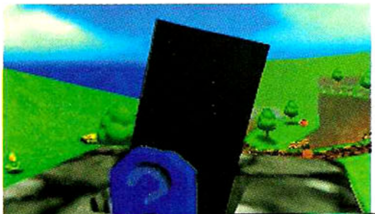
Re-enter the painting and Koopa the Quick will challenge you to race to the Big Bob-omb's old throne. Despite his nickname, this Koopa is a real plodder. Once you reach the mountain, rush up the dirt track to the top. About halfway up, enter the cave the big balls pour from and warp to the top.

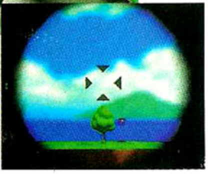


TOP VIEW



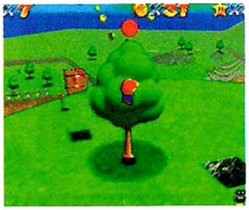
3 FLY TO THE FLOATING ISLAND





Jump into a hole halfway up the mountain to activate a hidden cannon. Aim just above the tree on the island. Once there, jump to the Yellow Block that holds a Star.

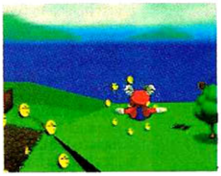
4 COLLECT EIGHT RED COIN



In every painting in Super Mario 64, you can win a Star by grabbing all eight Red Coins during one trip. Because all coins reset when you re-enter a world, you'll have to return to the floating island to grab the Red Coin hovering over the tree.

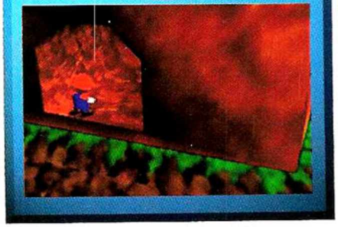
5 READY, AIM, FIRE!

Once you've activated the Red Blocks, return to the floating island in this world. Grab the Wing Cap, jump into the nearby cannon and shoot through the five rings in the sky. You'll have to climb slightly to make it through the last ring.

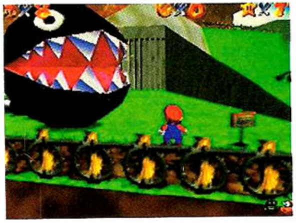


WARP ZONES

Avoid unnecessary damage on the mountain by warping from the back of the cave from which the big balls are pouring to another cave farther up the mountain. Another warp links the flower beds near two of the cannons. Throughout Super Mario 64, warps only work if Mario enters slowly.



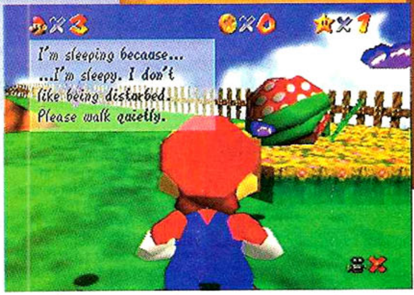
6 INSIDE CHAIN CHOMP'S HOUSE



Chained to a post, Chain Chomp takes out his rage by snapping at anyone passing close by. Free the toothsome one by pounding the post into the ground. He'll thank you by smashing the cage imprisoning the Star.

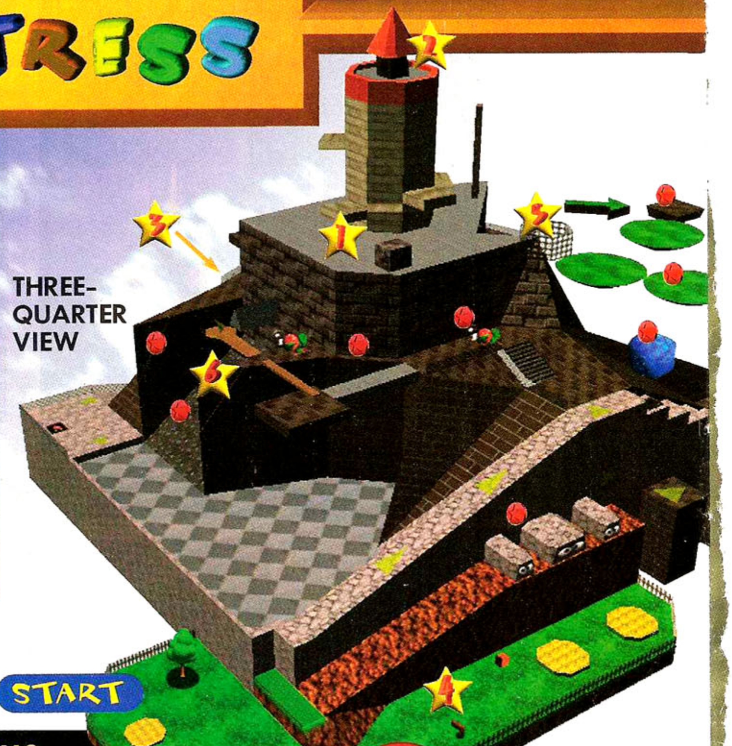
WHOMP'S FORTRESS

The Whomp King has planted his garden with Piranha Plants. It's a not-so-polite way of saying "Keep out!" Earth-shaking Thwomps patrol the main staircase, while Whomp lieutenants try to pulverize anyone who gets near the top. To compound matters, this entire world floats high in the sky. One false step and Mario's in for a very big fall!

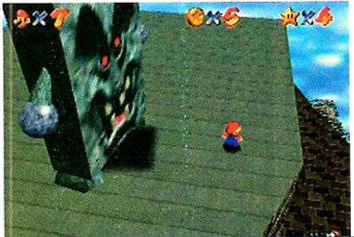


I'm sleeping because...
...I'm sleepy. I don't like being disturbed.
Please walk quietly.

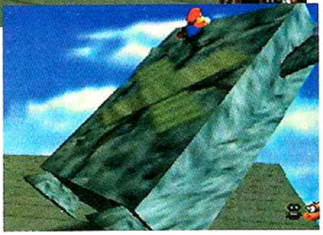
THREE-QUARTER VIEW

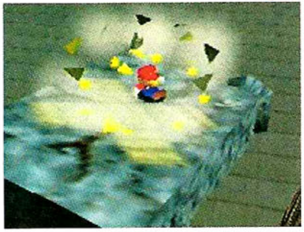


STOMP THE WHOMP KING

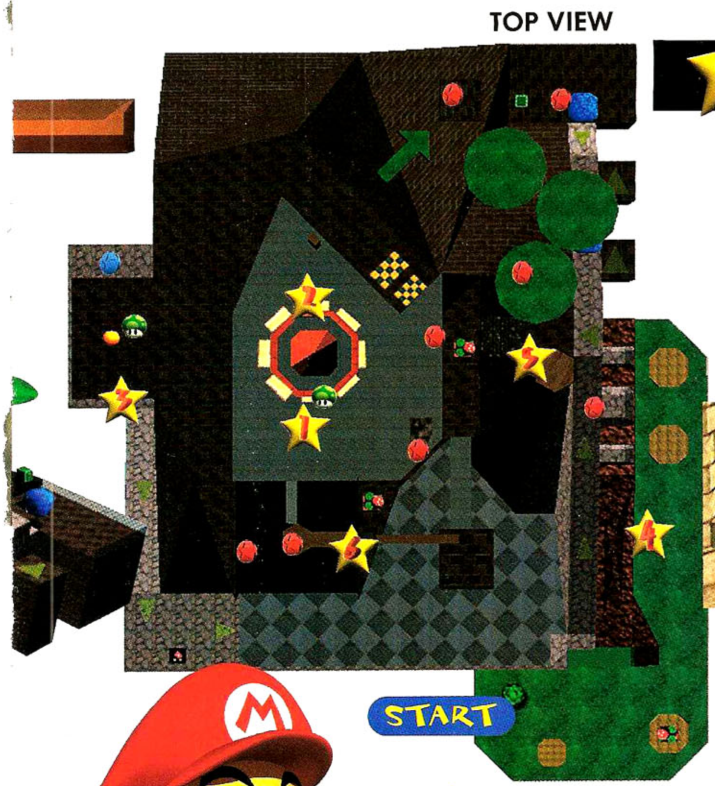


The wrathful Whomp King is just itching to flatten intruders. Unfortunately for His Majesty, a pair of stumpy legs seriously cuts down on his mobility. When the Whomp King goes face-down, Mario should pound on his royal back. Three such assaults should complete the coup. Mario's biggest risk is falling off the small plateau while trying to avoid the big blockhead.

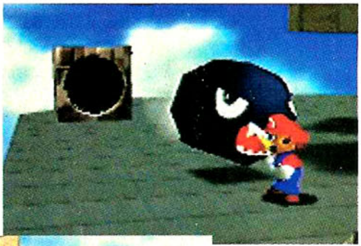


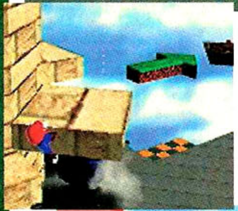


1-UP MUSHROOM
BLUE COIN
RED COIN
WING CAP
STAR
HEART

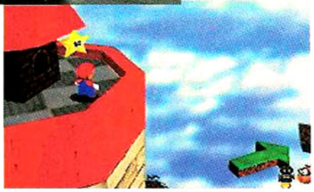


2 STAIRWAY TO THE STAR



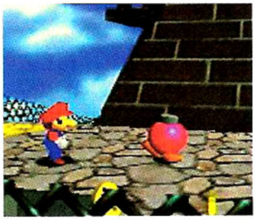


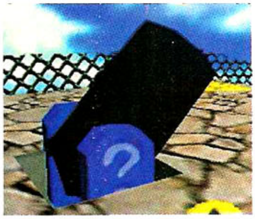
A tower will sprout in place of the dethroned Whomp King. Bash the tower's base to find a hidden 1-up, then carefully climb the stone steps to the top. Some of the steps slide in and out, so choose a good angle before making your jump.

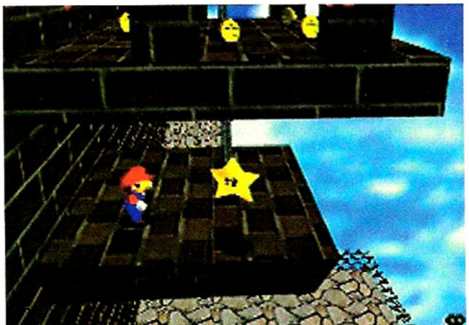


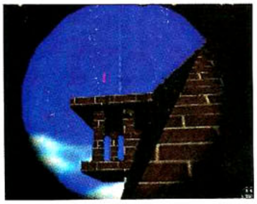
3 SLIDE TO THE STAR

Chat with the Bob-omb Buddy near the shallow pool to activate the cannon. Aim carefully just above the double platforms protruding from the left side of the fortress. You should be lined up with the pole sticking up from the platforms.





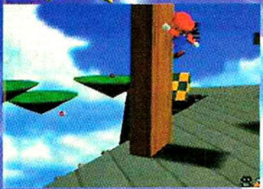


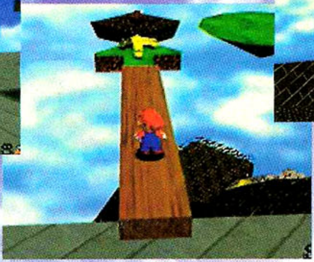


If he misses the pole, Mario will slam to a halt against the back column. The pole leads down to the Star.

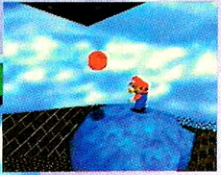
4

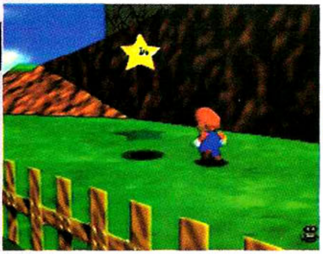
RED COINS OF WHOMP'S FORTRESS





Create a handy bridge by jumping and kicking this board. Cross to the island with regular coins, then jump—carefully—to the Red Coin on the adjacent island.

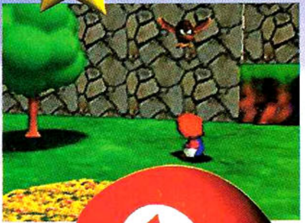


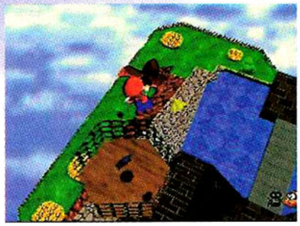


One hard-to-find coin floats just over a Thwomp. Jump on top of the blue bruiser and ride him to the top before jumping to snatch the coin. When you collect all the Red Coins, you'll find the Star in the garden.

5

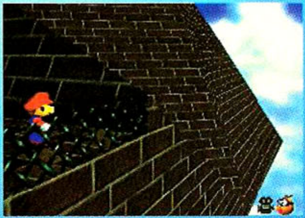
OWL'S WELL THAT ENDS WELL



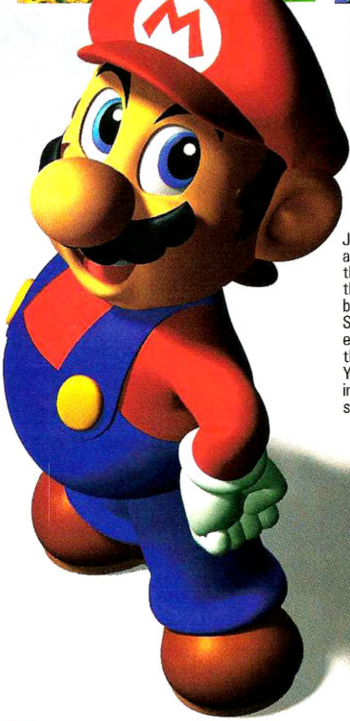


Tracking shadows is a key skill in Super Mario 64. After smashing the Whomp King, you'll find a friendly owl in the tree. Jump and grab Hoot's tail with the A Button. Don't let go until you see your shadow beside the caged Star that's high in the sky.

WARP ZONE



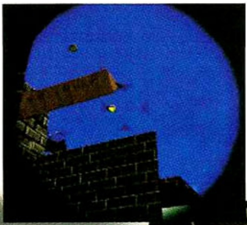
This corner near the Thwomps conceals a warp zone that teleports Mario up the fortress. He'll find himself standing not far from the Whomp lieutenants. This warp zone offers a quick way to bypass a couple of ravenous Piranha Plants.

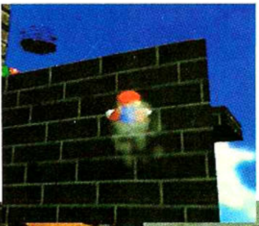


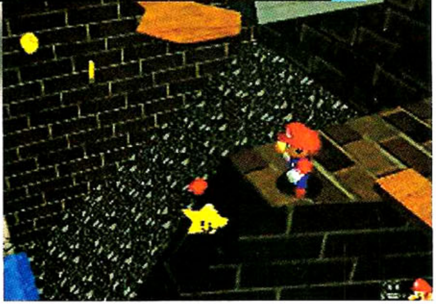
6

IN THICK WITH THE BRICKS

Jump in the cannon and aim for the corner of this wall looming over the shallow pool. Then, blast away! To reach the Star you've just uncovered, climb to the top of the wall and slide down. You can also climb back into the cannon and shoot for the Star.

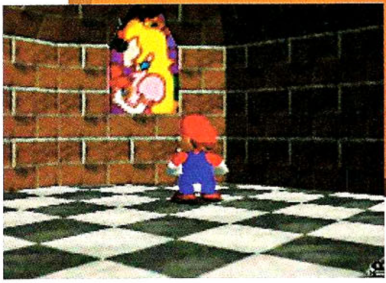


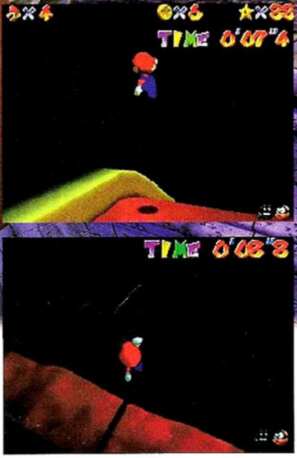




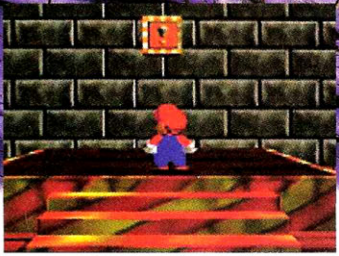
THE PRINCESS'S SECRET SLIDE

After you've won a single Star, return to the castle's grand hall. Go up the stairs to the mezzanine and enter the door on the far right. Inside are portraits of Princess Toadstool. Hop through the painting on the right for the ride of Mario's life! You can win two Stars on the slide, one for simply making it through in one piece and one for reaching the bottom in less than 21 seconds.

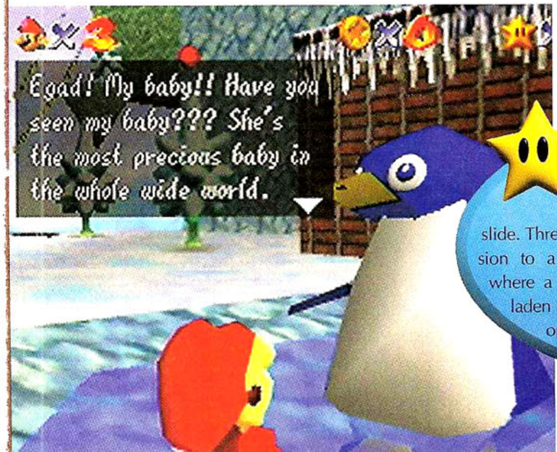




For a fast shortcut, leap over the first guardrail on the left and land on the track far below. Don't despair if you miss a few times. Once you've landed, get up and get moving as quickly as possible!



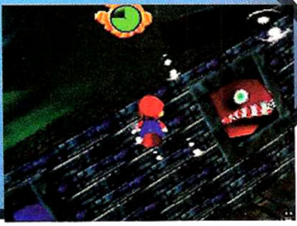
Survive the slide and you'll find a Star inside this Yellow Block. Sometimes a 1-up Mushroom will pop from behind the platform.



Egad! My baby!! Have you seen my baby??? She's the most precious baby in the whole wide world.

THE FUN HAS JUST BEGUN

Once you've won three Stars, you can enter a chillin' world, where you'll have to rescue a penguin mother's lost chick and race another penguin down an icy slide. Three Stars is also the price of admission to a mysterious underwater world, where a giant eel guards a sunken ship laden with treasure. All of the paintings open worlds of wonder that are just waiting for daring explorers!



PILOTWINGS 64
TM

Soar to the top of your class!

Test your flying skills to the limit in Pilotwings 64, Nintendo's first flight simulation game for the N64. Snap photos from your Hang Glider, thunder skyward in your Rocket Belt or skim the treetops in your Gyrocopter as you pass a series of challenging tests and earn your license to thrill.

TIME 00'47"47
119 km/h
SPEED
FUEL
161 m
SEA LEVEL

© 1996 Nintendo, Paradigm Simulation, Inc.

FLIGHT PLAN

Earning your Beginner Class certification might be a piece of cake, but there are three tough levels and twenty-four more tests to pass before you can become a full-fledged pilot. To ensure your success, we've written a flight plan for every test!

Licenses

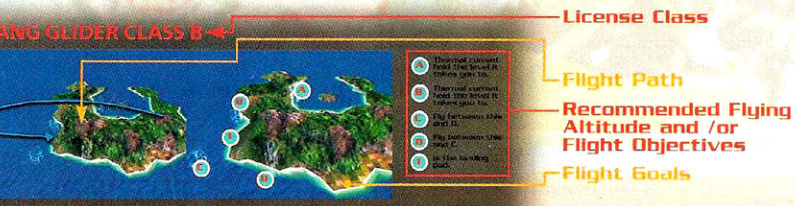
TIME 00'33"88
117 km/h
179 m

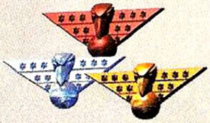
You'll have to pass tests in each of four different regions in order to earn your wings. The number of points you score in each test determines whether you'll earn a gold, silver or bronze medal.

Islands

Pilotwings 64 features four detailed island environments to explore. Dive across an alpine village on Ever-Frost Island or chase the surf around Crescent Island. With so much to explore, you might have to skip a test or two to just have fun flying.

PART THREE


HANG GLIDER CLASS B
License Class
Flight Path
Recommended Flying Altitude and /or Flight Objectives
Flight Goals
A
B
C
D
E
A Thermal current: hold the level it takes you to.
B Thermal current: hold the level it takes you to.
C Fly between this and D.
D Fly between this and C.
E is the landing pad.



PILOTS

Six would-be pilots are ready to take the skies to try to earn their wings. Each has strengths and weaknesses that give him or her a natural edge at flying certain types of aircraft. Study their attributes before making your selections.

LARK

His handle is Lark, but everyone in class knows this guy is Nester. Lark's flying skills combine Hawk's strength with Goose's light frame, making him an ideal pilot for any Hang Glider test.

IBIS

Ibis loves to humiliate Goose, especially in the skydiving tests, where her feet rarely stray from landing on the target. Ibis also excels in Rocket Belt challenges, especially after the wind starts to stir things up.

KIWI

Kiwi can match Lark's every twist and turn, but her small size makes the going tough in rough weather. The bouncy Jumble Hopper tests are a breeze when Kiwi is bounding around under calm skies.

HAWK

Hawk has the muscular power to hold a course in a heavy wind, but he pays the price in altitude with his beefy payload. He frequently hits the mark on all of the cannonball tests, even in the worst weather.

GOOSE

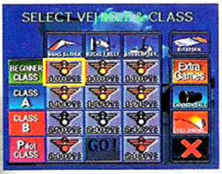
Goose thinks that he's the best skydiver ever to pull a ripcord, and he'll prove it to anyone willing to jump with him. He can whip around into various free–fall formations with amazing speed.

ROBIN

Robin is one of the best choices for the Rocket Belt and Jumble Hopper tests. She can easily match Hawk's precision in every cannonball shot, but she has a tough time controlling her Hang Glider.

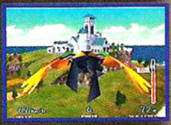
EXTRA GAMES

If you score a silver medal in all three areas of a class, you can play an Extra Game. Extra Games consist of Cannonball, Sky Diving, and Jumble Hopper challenges. If you're good enough, you can play as a Bird Man.



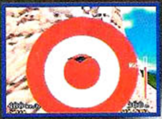
Birdman

Score a gold medal in every round of any of the three Extra Games and you'll be able to fly around as a Bird Man. Using your wings, you can fly around each of the islands and explore all you want. There's no fuel gauge to worry about, so the sky's the limit!



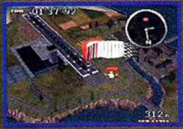
Cannonball

You're mere cannon fodder in this target-shooting game. Take three shots at each of the four targets in a cannonball stage. Each bull's-eye is worth 25 points. Shoot for three gold medals so you can earn your Bird Man wings.



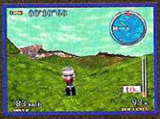
Sky Diving

Fancy formation flying is the name of the game in Sky Diving. After you clear the clouds, look for your target and land in the middle of the bull's-eye.

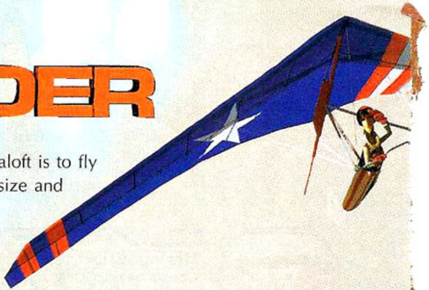


Jumble Hopper

Bounce around with a spring in your step on the Jumble Hopper. These Bouncy boots are tough to master; and they require some timing and practice to get used to.



HANG GLIDER



The Hang Glider tests are very challenging. The trick to staying aloft is to fly through rising columns of air called thermals. Thermals vary in size and strength. They appear as orange dots on your radar display.

CLASS A

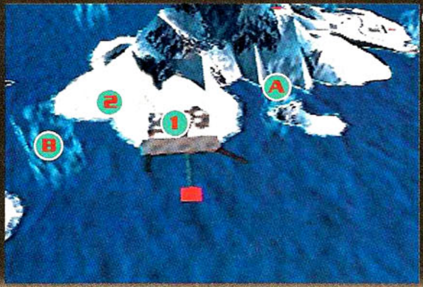
Your Class A certification for hang gliding takes place on a clear day over the ice floes of Ever-Frost Island. This is a two-part test, consisting of photography and cliff diving.

Photo Op

Catch the first thermal (Thermal A on the map) and take a picture of the flame at the top of the smokestack. You won't hit the smokestack if you keep your Hang Glider at least 75 meters above sea level.

HANGLIDER CLASS A

PART ONE



Ⓐ+Ⓑ Use Thermal A to reach the smokestack and Thermal B for your landing approach.

① Take a picture of this flaming smokestack.

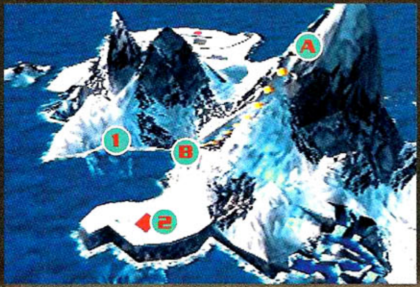
② Land here

Extreme Dive

It takes nine parts courage and one part skill to pull off a perfect score in the Chicken Dive test. Fly through as many rings as possible, then swerve and catch the thermal before landing.

HANG GLIDER CLASS A

PART TWO



A 390m
B 30m

① After clearing the canyon, hit this thermal and gain 60 meters of altitude.

② Land here

CLASS P

The Hang Glider tests over Little States Island are some of the toughest and most scenic in the entire game. While soaring around, snap a few shots for your personal photo album.

Time to Soar

The sun is setting, but there's still time for one last glide in the skies. How high can you go before the thermals vanish?

Canyon Chaos

Take a leap off Hoover Dam and grandly glide through the canyon. Soar through eight rings before touching down in L.A.

Shuttle Shot

Capture Missi the Monster on film, then journey across the countryside in time to see the Shuttle hurtle into the dark skies.

CLASS B

The far-flung thermals around Crescent Island make the going tough for all but the best Hang Glider pilots. Watch your altitude as you soar toward your Class B certification.

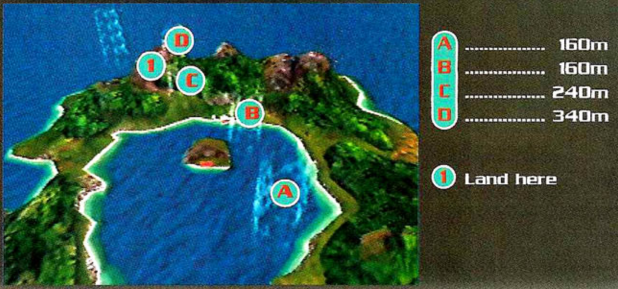
Summit Stairway

Four terraced thermals rise almost to the summit of Crescent Island's highest point. Sail through the rising winds until you reach an altitude of 400 meters, then touch down at the glider site adjacent to the south face of the mountain.

00'48"62
57 km/h
SPEED
6
PHOTO
237m
SEA LEVEL

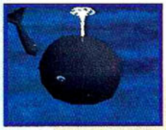
PART ONE

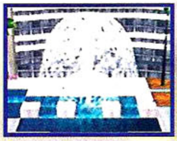
HANG GLIDER CLASS B


D
1
C
B
A
A 160m
B 160m
C 240m
D 340m
1 Land here

Whale Watching

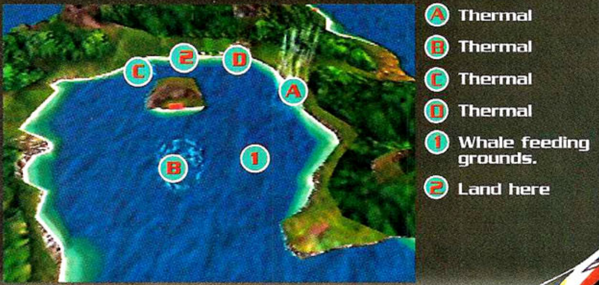
Take a photograph of the whale cavorting in the gulf, then swing by the hotel and snap a shot of the new fountain before landing on the target near the beach. The game includes sample photos for inspiration.





PART TWO

HANG GLIDER CLASS B


C
2
D
A
B
1
A Thermal
B Thermal
C Thermal
D Thermal
1 Whale feeding grounds.
2 Land here

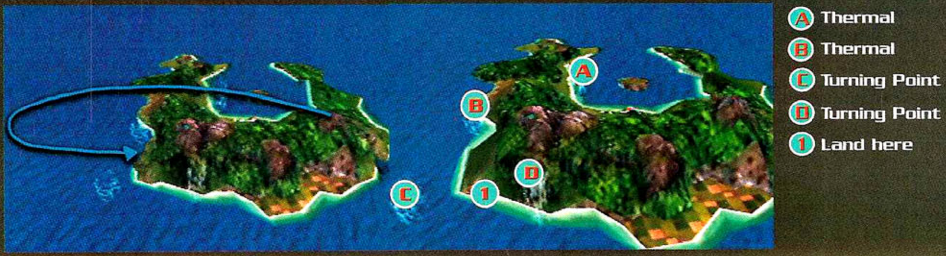
Three-Minute Glide

Leap off the top of the mountain and glide due north across the spine of the ridge to Crescent Island's secluded north beach. You have to touch down on the landing pad as close to the three-minute mark as possible. While gliding around, you might discover a cave behind the waterfall. You'll explore the tunnel later with your Rocket Belt.

02'44"70
N
15m
92 km/h
6
PHOTO

PART THREE

HANG GLIDER CLASS B


A
B
D
C
1
A Thermal
B Thermal
C Turning Point
D Turning Point
1 Land here

ROCKETBELT

Strap in and hang on, the Rocket Belt is going to blow you away. The jets on the Rocket Belt have two speeds and an automatic hover control. While the hover control is great for braking or moving around in close quarters, it rapidly drains your fuel supply.

CLASS A

The two tests for your Class A Rocket Belt certification take place on the West Coast of Little States Island. Both tests are timed, so you need to hurry if you want a perfect score.

Metropolis Dance

Nine rotating rings are stopping traffic in L.A. End the gridlock by clearing all of the rings in under a minute and a half.

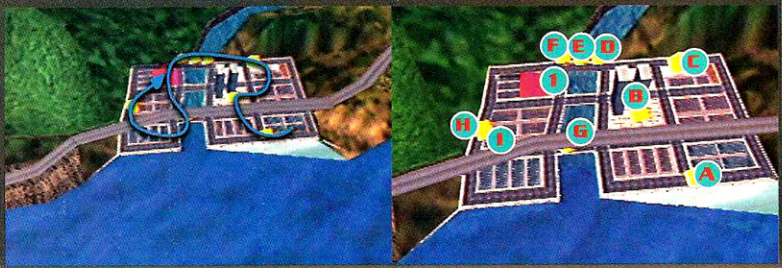
TIME 00'04"96
59 km/h
SPEED
FUEL
SEA LEVEL

TIME 01'18"96
140 km/h
SPEED
FUEL
SEA LEVEL

TIME 01'30"92
SPEED
FUEL
SEA LEVEL

ROCKET BELT CLASS A

PART ONE


F
E
D
C
1
B
H
I
G
A

A	390m
B	330m
C	270m
D	220m
E	180m
F	145m
G	115m
H	90m
I	70m

① Land here

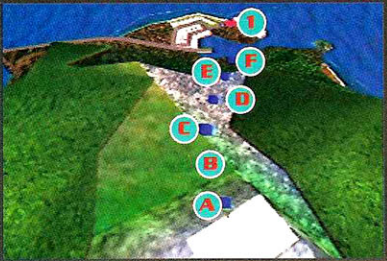
Stepping Stones

Blast off from the mountaintop observatory and touch down on each of the six target platforms before landing in the shadow of Seattle's Space Needle. Try using the overhead perspective to line your pilot up with each target on your way down the mountain.

TIME 00'50"63
14 km/h
314 m
SPEED
FUEL
SEA LEVEL

ROCKET BELT CLASS A

PART TWO



A	330m
B	331m
C	288m
D	204m
E	141m
F	71m

① Land here

CLASS P

After all the cold weather on Ever-Frost Island, the sunny skies above Crescent Island are a welcome sight. It's too bad you won't have any time to relax between your final exams.

Tunnel Terror

If you've been wondering about that cave behind the tall waterfall, this is your chance to explore to your heart's content.

TIME 00'07"82
06 km/h
199 m

Rocket Ball

It's a little windy for a game of Rocket Ball, but you need the practice. Bounce the ball down the mountain and into the goal.

TIME 00'14"47
20 km/h
365 m

Touch & Go

This quick test is a hop, skip and a jump between platforms, but don't hit them too hard or you'll lose valuable points.

CLASS B

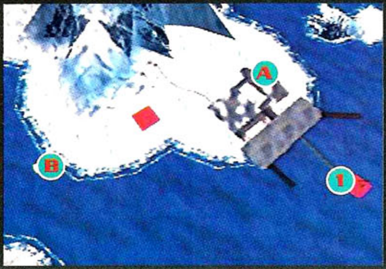
Go ballistic with the Rocket Belt in the skies above Ever-Frost Island. At least you'll get your B License certification before the next winter storm settles in.

Balloon Buster

Two blue balloons are bouncing around the nearby oil refinery. All you have to do is pop them and return to land within two and a half minutes. Unfortunately, someone hid five smaller balloons inside both blue balloons. Hurry!

ROCKET BELT CLASS B

PART ONE



A	35m
B	50m

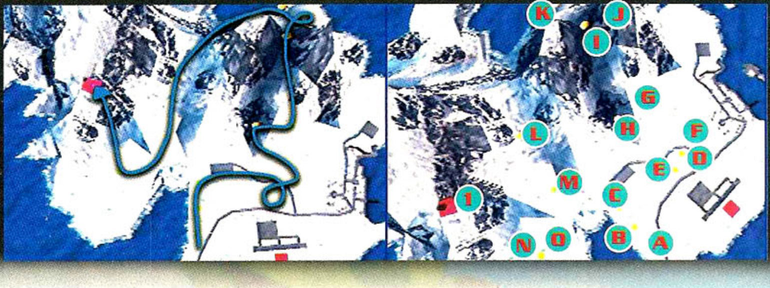
① Land here

Icy Rings

Fly thorough 15 rings before returning to the village for hot cocoa. When a ring turns red, fly through it next to rack up bonus points.

ROCKET BELT CLASS B

PART TWO



A	30m
B	55m
C	90m
D	50m
E	50m
F	50m
G	90m
H	90m
I	245m
J	210m
K	210m
L	30m
M	85m
N	100m
O	90m

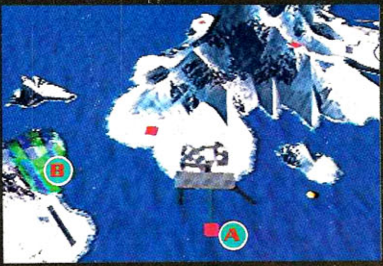
① Land here

GOOOOAL!

Could this be the next Olympic event? Use your head and your Rocket Belt to bounce an oversized medicine ball across the icy waves to the goal on the northern island. The less time you take, the more points you'll earn.

ROCKET BELT CLASS B

PART THREE



Ⓐ Pick up your ball here.

Ⓑ Move the ball to the goal here.

GYROCOPTER

Next to being blasted out of a cannon, the Gyrocopter is the fastest means of transportation around Pilotwings 64. Most tests involve flying through rings or blasting targets, but sometimes there are special missions.

CLASS A

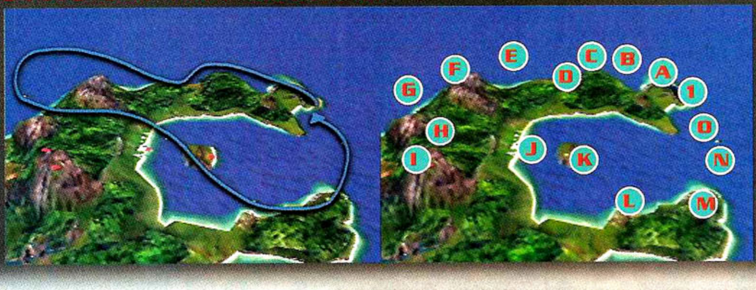
Class A certification takes place above the sandy shores of tropical Crescent Island. Your Gyrocopter testing consists of flying through rings and shooting at stationary targets.

Full Circle Isle

Your first test is a high-speed race around Crescent Island. You have two minutes and 45 seconds to clear 15 rings. Max out the throttle so you'll be ready for the tortuous climb across the northern ridge.

GYROCOPTER CLASS A

PART ONE



A	25m
B	40m
C	105m
D	40m
E	140m
F	30m
G	40m
H	70m
I	215m
J	25m
K	85m
L	25m
M	60m
N	140m
O	50m

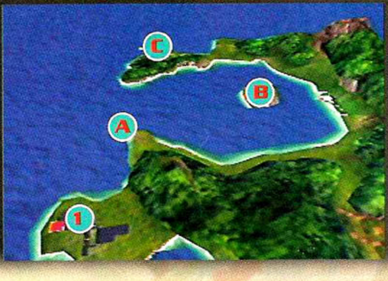
① Land here

Target Practice

Take dead aim and demolish all three white and blue targets, then return to the airfield before two minutes elapse. Since crosswinds are nonexistent in this test, try taking out the targets from a distance so you can spend more time perfecting your landing approach.

GYROCOPTER CLASS A

PART TWO



A	20m
B	30m
C	30m

① Land here

CLASS P

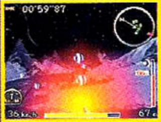
The tests for Class P Gyrocopter certification take place above Ever-Frost Island. The exams were nearly canceled because of poor weather conditions, but the weather report says the skies will clear. And the weatherman is never wrong, right?

Blizzard!

The weather outside is frightful, but that shouldn't stop you from clearing all twenty rings. To get a perfect score, you need to finish within two and a half minutes.

Hot Air Blast

Keep your speed low as you fly through or blast away twenty air bags. Land before the clock ticks off two and a half minutes.



Meca Rematch

Trouble looms on the blue horizon: Meca Hawk is swimming toward the north shore. Keep your speed low and knock the rusty bucket of bolts with five shots.

CLASS B

Gyrocopter Class B certification takes place above Little States Island. Your tests will take place above the most scenic terrain in the game, although you have little time to sightsee.

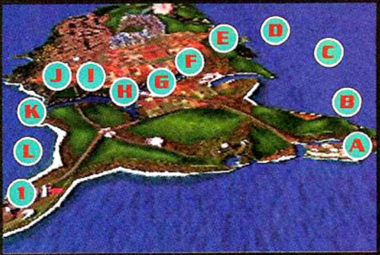
River Run

Blast out of the Northeast and take a wild ride down to the Mississippi River Delta. You have two and a half minutes to fly through all of the rings and land in Florida. This might sound easy, but most of the rings skim the waves beneath the bridges.

01'16"02
5 km/h
27

GYROCOPTER CLASS B

PART ONE



A	25m
B	140m
C	35m
D	60m
E	45m
F	20m
G	15m
H	5m
I	10m
J	5m
K	70m
L	80m
①	Land here

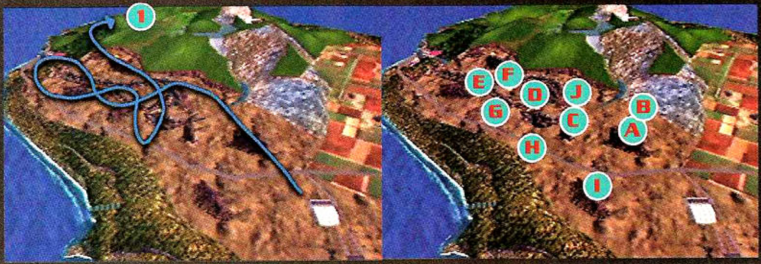
Stay on Target

Scattered throughout the Grand Canyon are ten targets. Destroy them with your missiles, then fly north along the West Coast and land in San Francisco.

00'18"58
88 km/h
114

GYROCOPTER CLASS B

PART TWO



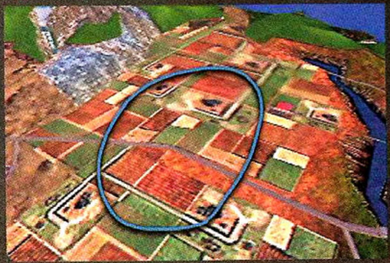
A	140m
B	70m
C	30m
D	30m
E	10m
F	140m
G	70m
H	130m
I	60m
J	30m
①	Land here

Meca Hawk is Running Amok!

Meca Hawk, a Gigantor-size robot, is running amok in the heartland of Little States Island. Five missile hits will fry Meca Hawk's circuitry, but keep in mind that this rowdy robot has his own arsenal and is extremely dangerous.

GYROCOPTER CLASS B

PART THREE

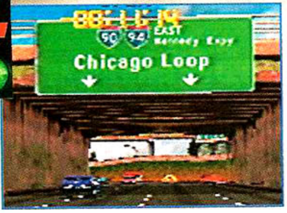


00'40"08
33 km/h
127

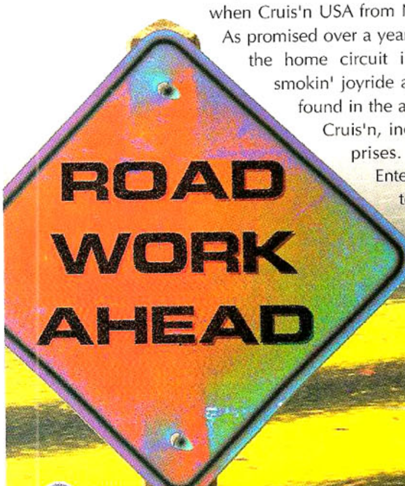
General vicinity of Meca Hawk's roaming reign of terror.

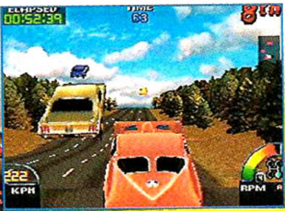
Cruis'n
USA
TM
NINTENDO64

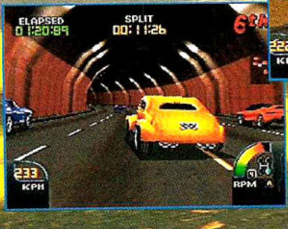
SHIFT UP TO N64


90 94 EAST
Kennedy Expy
Chicago Loop

Rally drivers will be putting the pedal to the floor on route 64 when Cruis'n USA from Nintendo debuts for the Nintendo 64. As promised over a year ago, the classic arcade racer steps over to the home circuit in a high-revving, tire-squealing, engine-smokin' joyride across the USA. Virtually all of the features found in the arcade can be spotted in the N64 version of Cruis'n, including the hidden vehicles and other surprises. The development team at Williams Entertainment omitted a few graphics in order to keep under the 64-megabit limit, but what you don't see, you won't miss.


ROAD
WORK
AHEAD

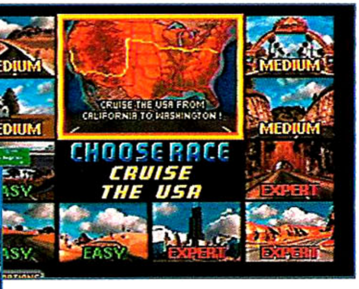

00:52:39
63
8th
KPH
RPM


ELAPSED
01:20:89
SPLIT
00:11:26
6th
233
KPH
RPM

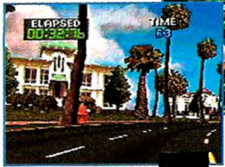
© 1994, 1996 Nintendo

NO LIMITS

There's one rule in Cruis'n USA: obey no posted speed limit! The big race takes you across the country, from California, through the desert southwest, up into the midwest farm states and out to the east coast. You'll race against other rally drivers, vying for first place and the right to move on to the next leg.


MEDIUM
MEDIUM
MEDIUM
MEDIUM
CRUISE THE USA FROM CALIFORNIA TO WASHINGTON!
CHOOSE RACE
CRUISE THE USA
EASY
EXPERT
EASY
EASY
EXPERT
EXPERT

ELAPSED 00:14:83
TIME 61
1
80 MPH
RPM


ELAPSED 00:32:16
TIME 63

SHOWROOM

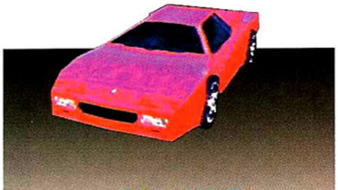
Before you choose, you'll want to kick some tires, slam some doors and poke your head under the hood of each of the four hot machines in Cruis'n USA. Each one has been ranked in five categories for speed, handling, aerodynamics, acceleration and power. What's your pleasure? Take 'em all out for a test spin to see which one is your dream machine. Hidden cars include the school bus, jeep and police car.

'63 MUSCLE CAR

Top Speed: 145MPH/233 KPH
Skidpad: 0.89 G
Aerodynamics: 0.39
0-60 MPH: 2.98 SEC
Power: 462 HP 454 CID V8

DEVASTATOR VI

Top Speed: 147 MPH/236 KPH
Skidpad: 0.85 G
Aerodynamics: 0.25
0-60 MPH: 3.15 SEC
Power: 395 HP TWIN TURBO V6



ITALIA P69

Top Speed: 144 MPH/231 KPH
Skidpad: 1.01 G
Aerodynamics: 0.28
0-60 MPH: 2.88 SEC
Power: 472 HP V12 DOHC 48V

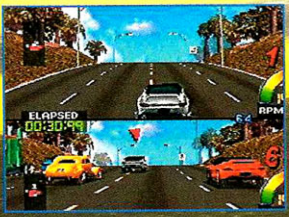
LA BOMBA

Top Speed: 142 MPH/228KPH
Skidpad: 0.98 G
Aerodynamics: 0.45
0-60 MPH: 2.51 SEC
Power: 580 HP SUPERCHARGED V12

DRIVIN' YOU CRAZY

The power of the N64 doesn't stop with road speed and intense graphics; you can also race against a friend in the two-player mode, too. With a second N64 controller plugged into the Control Deck, you'll be able to dodge your pal, slam into him or leave her to eat your dust. The split screen gives each driver a clear view of the road ahead, not to mention on-coming traffic.

ELAPSED 00:40:63
1
2
RPM

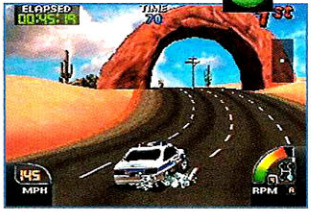

1
ELAPSED 00:30:99
64
6
RPM

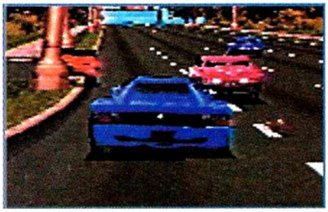
1st
145
RPM
ELAPSED 00:49:59
66
2
3rd
153
RPM

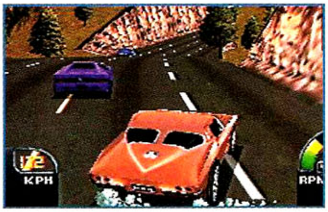
7th
RPM
ELAPSED 00:09:60
66
10th
RPM

BEHIND THE WHEEL

You can sit behind the wheel or ride behind your car. In the driver's seat, you'll feel as if you're inside the car, looking out through the windshield. If you set the camera behind the car, you have a choice between a rear bumper position and a more distant, trailing position. During a race, you can switch between camera positions.


ELAPSED 00:45:19
TIME 70
145 MPH
RPM

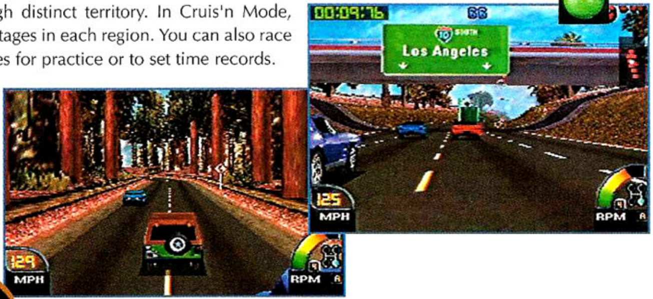


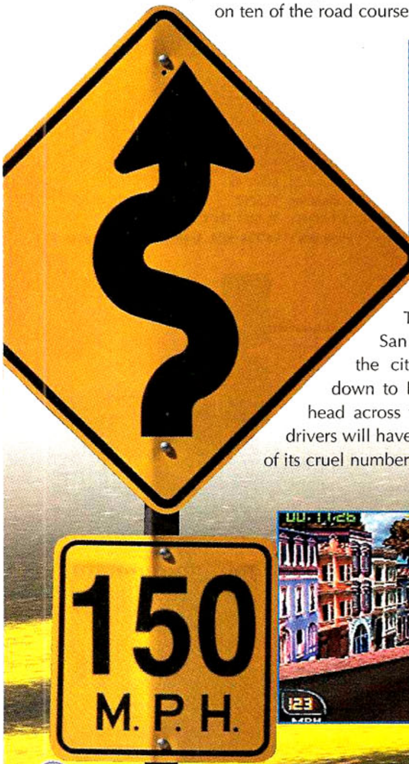


The driver's seat view is the most realistic and most challenging. The middle position gives you some of the benefits of both other views. The distant views is higher in the air and it gives you a better picture of what's coming up the road ahead.

ON THE ROAD

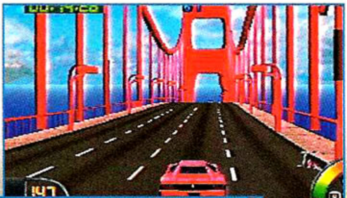
Each leg of the race runs through distinct territory. In Cruis'n Mode, you'll race through several stages in each region. You can also race on ten of the road courses for practice or to set time records.

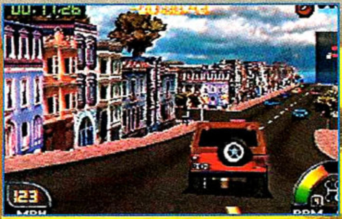

00:09:76
Los Angeles
125 MPH
RPM
129 MPH
RPM

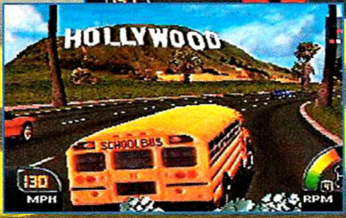


GOLDEN STATE

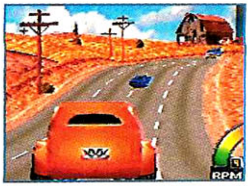
The rally begins in California, north of San Francisco. The first legs take you into the city, then through the Redwoods and down to Hollywood and L.A. From there, you head across the desert toward the Midwest. Most drivers will have the most trouble in the forest because of its cruel number of sharp turns.

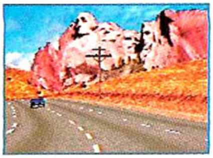





HOLLYWOOD
SCHOOL BUS
130 MPH
RPM

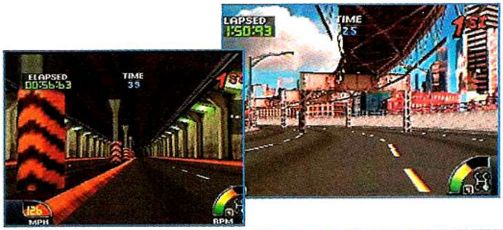
ARIZONA TO SOUTH DAKOTA





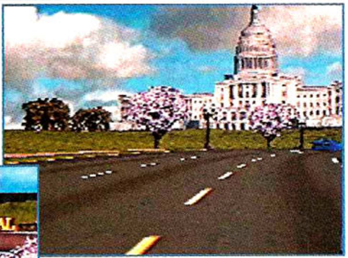
Landmarks such as Mt. Rushmore rush by as you floor it on the relatively straight and wide highways on the long stretch between the desert southwest and the Great Plains. You'll have plenty of passing room on the shoulders except where the Grand Canyon keeps you wedged onto the roadway.

CHICAGO AND IOWA

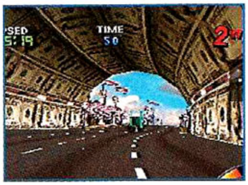


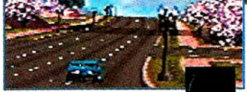
The Windy City may have a nice, wide freeway, but once you get into the tunnel and beneath the tracks of the El, you'll find that this course is as tough as any across the country. Once you get into Iowa, the country roads become narrow and winding. One thing you won't have to worry about is cows wandering onto the roadway. This version eliminated the Hamburger Highway.

APPALACHIA TO D.C.

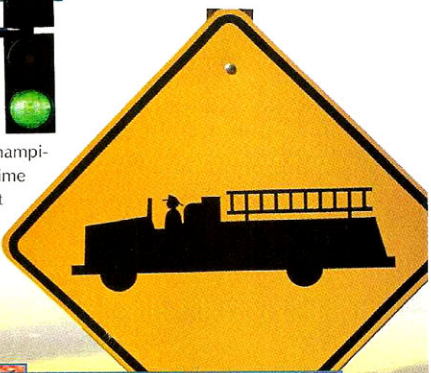


The final legs of the rally take you through the green hills of Appalachia and on through Maryland to Washington, D.C. The hill country has dips, twists and narrow roads that can make passing a nightmare. The nation's capital boasts inspiring sights and heavy traffic. This is the end of the road, but a surprise awaits triumphant drivers.

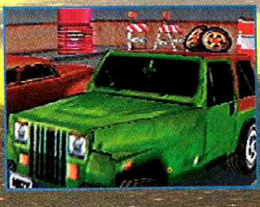


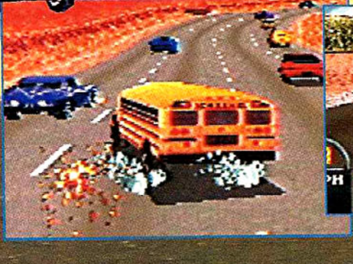


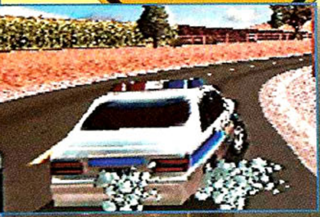
MORE WHEELS



Cruis'n USA doesn't limit you to the four cars listed on the previous page. If you know the drill, you'll be able to slide behind the wheel of three other beauties: a jeep, a police car and a school bus. They may not seem like world class sprint champions, but each of these cars has built-in advantages, like the jeep's tight grip. At the time of this preview, the development team at Williams was just finishing up, but they may have had time to include even more secrets. We'll cover that in an upcoming, complete review. Until then, keep your engines running.



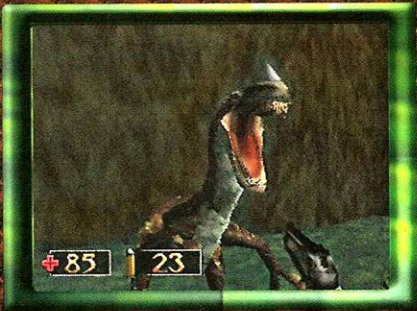




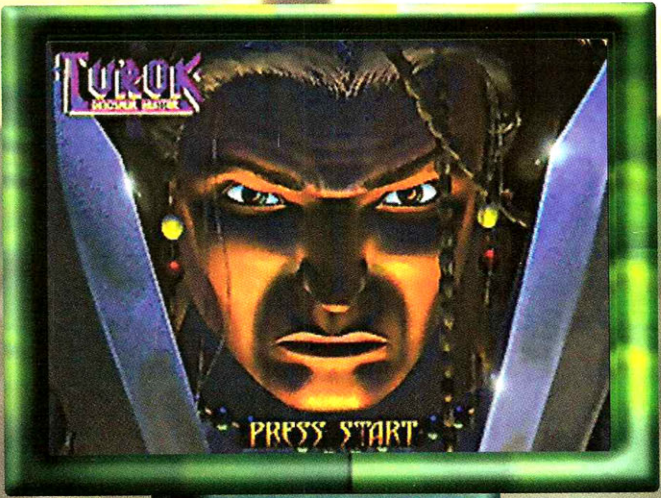
ROCKING WITH TUROK

DINOSAUR HUNTERS KNOW HOW TO PARTY

The ultimate hunt begins this fall when Acclaim's first Nintendo 64 title, Turok: Dinosaur Hunter, is released in North America. Nintendo Power stepped into a world of stalking velociraptors and cold-hearted aliens, then we talked to the man behind the curtain.



BAD TIMES IN THE LOST WORLD



Turok: Dinosaur Hunter for the N64 steps out of the pages of the Valiant comic books like a conquering hero bigger than life, tougher than a squad of nail-chewing marines, flashier than a nuclear explosion. Acclaim's development team at Iguana Entertainment hasn't held back, and more is on the way. The unfinished version received at Nintendo Power includes about half of the game. When Turok is completed this year, expect intense action, animation that almost breathes with realism and an open, 3-D game world to explore. The arsenal of shooting devices could supply an armored division. You get to fry and frag baddies with everything from chainguns to plasma blasters. The action arenas cover as much as a virtual square mile and include primeval forest, interiors and exteriors of ruins, and warp zones that transport you from one location to another. Although much of the

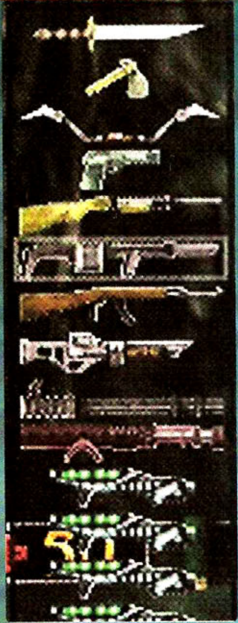
action consists of blowing away dinosaurs and aliens, the game also asks you to hunt down keys and thoroughly explore each stage. In Turok: DH, you feel as if you're in control, at least as much as a person who is hiding from raptors can feel in control. At some point, you'll have to find all of the gate keys. But, in the mean time, you'll be able to move around and explore new areas, even when you're not really ready for them, which should make for some interesting challenges.

Turok's mission in this shoot-fest involves tracking down the pieces of the Chronoscepter, a device that can bridge the gap between the Lost World and the other dimensions of the universe. If the Campaigner finds the scattered pieces of the scepter first, he will be able to dominate all of time and space. This would be a very bad thing. Unfortunately, the Campaigner knows that Turok is out to stop him and he has sent his toughest troops out to thwart the cross-dimensional hero. During much of the game, Turok is the prey, just trying to stay alive while searching for the pieces of the Chronoscepter. Sound intense? Turok: DH definitely has all the moves of an action flick starring Arnold or Sly. The only difference is that you get to put yourself in the picture.

WEAPONS TO DIE FOR

The first thing players will drool over in in this game is the awesome arsenal of weapons. In Doom, players survive by collecting ever-more-powerful guns as they progressed in the game. Turok goes even further and survival is even tougher. Some of the weapons must be found while others will be your reward for destroying a boss character such as Longhunter. Fourteen weapons were included in the incomplete version of Turok that we played here at Power, but Dave Dienstbier, the Turok Product Manager at Iguana, wouldn't rule out the appearance of more hidden weapons in the game. Right now, the list includes: a hunting knife, a tomahawk, a pistol, a rifle, two rapid-fire automatics, a rapid-fire blaster, a chaingun, a grenade launcher, a ring blaster, a missile launcher, a plasma beam, and a nuclear grenade. The weapons and their shots look cool, but the mechanics of aiming them is even cooler. Turok gives the player almost complete virtual control, allowing them to aim 360° horizontally and through more than 90° of vertical rotation.

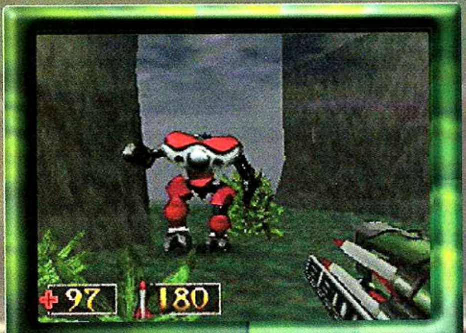
WEAPONS



The Turock team at Iguana Entertainment.

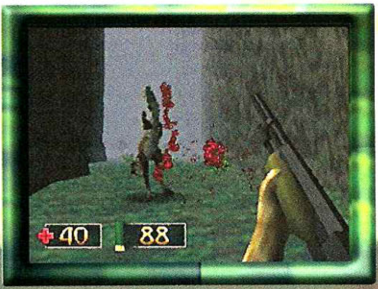
MISTS OF TIME

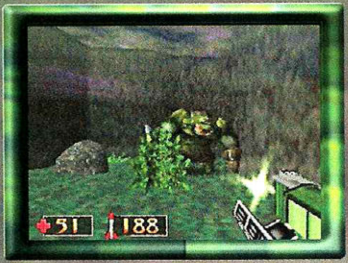
Looking beyond the fire-power in Turok, players will notice the incredible environments in which the action takes place. The all-pervasive mists that surround you actually achieve two goals. First off, they give the world a steamy, jungle-like atmosphere. You never know what might appear in front of you, so there is a heightened sense of danger and anticipation, which is fulfilled when the shadowy shape of an enemy steps out of the fog. The second achievement of the misty exteriors is that the fog hides the edges of the world. One of the challenges of creating a realistic 3-D exterior environment is what to do with the edges of the world. By cloaking everything in mist, the Iguana team has disguised the limits of Turok's domain. That isn't to say that the game is limited. The nine stages of Turok: DH cover a lot of ground, some of it outside with ferns and palm trees providing cover, and some of it inside ancient temple mazes where you must duck your head to pass beneath stone arches or jump to reach high platforms. The level of detail in the stones and trees is exceptional and the layout of the terrain keeps you on your toes. For instance, if you follow a river to the edge of the plateau, you will find yourself suddenly teetering at the edge of a cliff where a waterfall tumbles into the mist.

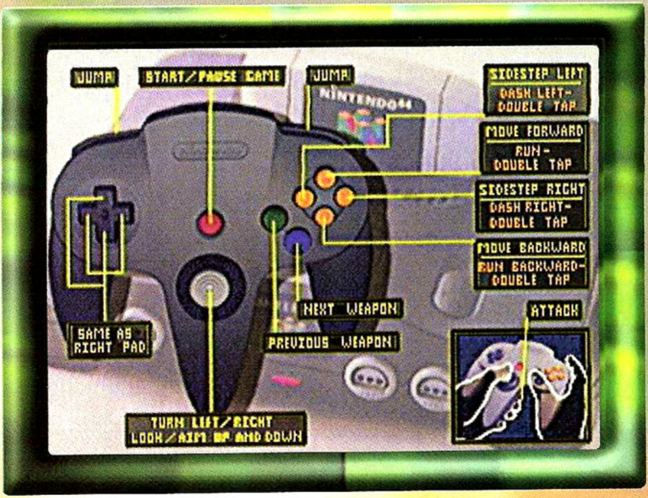


DINO-MOTION

Some of the loudest gasps of admiration (and fear) will result from the sight of the dinosaurs in Turok: DH. The animation is flawless. You would think that Iguana had sent a team of motion-capture experts back to the Jurassic era to snare the motion data used in the game. According to Dave Dienstbier, however, nothing as complicated as time-travel was necessary. "We just had very talented people working on the animation. One of the things that helped is that all of the characters are properly jointed at the wrists, knees, tail, etc., which helps to get rid of the stiffness you normally find when animating polygon characters." These critters are staggeringly realistic. Each of the 15 enemy types in Turok: DH is composed of between 500 and 600 polygons and is texture mapped with highly detailed surfaces. Even in death,







The designers of Turok took a unique approach to the layout of the controller functions. The Control Stick gives you precision aiming control while the C Buttons are used for moving forward, backward, and side to side. The Z trigger beneath the center grip is used for firing weapons while the Left and Right Buttons allow Turok to jump up.

the enemies look real, and they don't magically disappear from the screen after a few seconds. You can actually walk up to a deceased dinosaur, look into its mouth and count its teeth. Now that's realism.

ONE VALIANT DUDE

Turok's debut in the dog-eat-dog, dinosaur-eat-dinosaur world of video games should make quite a splash. Acclaim has combined a great comic book character with the perfect setting and the most powerful video game system you can buy. Although the game previewed at Nintendo Power was impressive at about 60% completion, the final game promises to be even more dazzling. Mastering the 3-D, immersive nature of games like this isn't easy. It's a brave, new, 3-D world out there, but the development team at Iguana has just staked an impressive claim to it. Dare we even dream about Turok II?

DAVE RAVES

Your Power editor had the pleasure of talking to Dave Dienstbier of Iguana Entertainment about Turok: Dinosaur Hunter. Dave, who originated much of the game design over the past year and a half, emphasized the hard work and talent of the entire team of programmers, artists and designers. He also talked about the power of the Nintendo 64 and the experience of creating Turok.

Power: What aspects of the N64 will stand out most for players?

Dave: "I think what players will appreciate most is the controller, which we're thrilled with because the analog (Control Stick) feels so natural. It's more immersive than digital control. Also, the visual quality that the machine is capable of is so crisp and amazing. In Turok everything is so sharp and so crisp, it's hard to believe."

Power: Were you able to include everything you wanted in the game?

Dave: "We began with 800 pages of initial design documents that included everything we wanted. All the dream stuff. We had to pare down from that, but about 50% of the dream stuff is still in. When you're involved in something like this, you have to realize that at some point you have to stop and actually finish the game rather than include everything you want. This is the most ambitious game design we've ever done."

Power: How did you decide what sort of game to make with the Turok license?

Dave: "At first, all we had were some technical specs of what the Nintendo 64 could do, so we were a little hesitant. Then, we found that the system exceeded our expectations. Once we knew what we were dealing with on the hardware side, we knew that we wanted to go heavily with the 3-D stuff. We also wanted to take a popular realm of game, give it a very immersive feeling, and take that to the highest level of detail that the machine could achieve. Turok does all that. We're taking Turok to a level of detail that I've never seen before on any other game system."

CLASSIFIED INFORMATION

0428 6211 4842 0680

MEMBER IDENTIFICATION #

KILLER INSTINCT KI2

Gargos Rules!

As a follow-up to the Gargos code that we printed last month for the KI 2 arcade game, here are the control sequences for Gargos's special moves and enders. Enjoy!

Slash: Down, Toward, Down/Toward + FP

Flame: Down, Down/Toward, Toward + QP

Shoulder Charge:
Down, Down/Back, Back + MK or FK

Jump Rake:
Down, Down/Toward, Toward + FK

Fly/Land: Up + FP and Down + FK

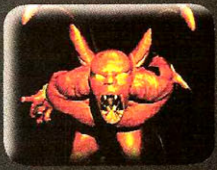
Fireball (While Flying):
Down, Down/Toward, Toward + P

Combo Breaker:
Toward, Down, Down/Toward

Laugh: Down, Down/Back, Back + FP

Ender: Down, Toward, Down/Toward + FP

Ender:
Back, Down/Back, Down, Down/Toward,
Toward, Back, + FK



Hold Up and press 3, 2, 5, 6, 2, 1, 4 and 5 on the player select screen to access Gargos.

The weather is just right for the last barbecue of the season!

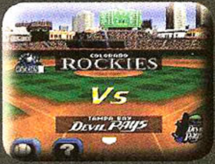
KEN GRIFFEY JR.'S Winning Run

Extra Teams and Super Powers

All of these codes, with the exception of the Extra Team code, are activated on the batting screen while the game is paused. The effects last for the remainder of the inning.

Extra Teams

After you complete a full season, press A, B, X, Y, Up, Down and Select on the Title screen to access hidden teams. The longer the season completed, the more teams you'll have to choose from.



Max Ability

Press A, Right, Down, Left, A and Down to maximize your team's abilities in all areas. This works whether you're batting or fielding.

TOP 1
PIT 0
MIN 0

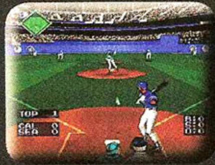
Slow Down

Press Left, A, Right, Down and Y to slow the opposing team to a crawl. This works whether your opponents are batting or fielding.

BOT 1
CAL 0
SEA 0

Random Pitches

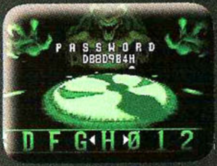
Press L, Y, A and Right while batting to make the opposing team's pitches become random. For example, if the opposing pitcher tries a fastball, it may come out a slider, a curve, etc.



Stage Passwords

Todd MacFarlane's demonic avenger comes to video life on the Super NES, and we have the passwords up through stage eight. Get out there and show the Violator who's boss!

Stage 2: D9963D1D
Stage 3: 4H253DGF
Stage 4: 4CC138CF
Stage 5: OC4F458H
Stage 6: D31551FG
Stage 7: O9BF596F
Stage 8: DB8D9B4H



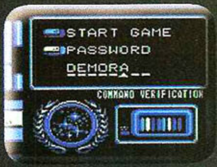
Enter these passwords as normal.

This is one superhero who doesn't pull his punches!

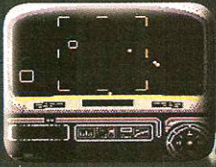
Where No One Has Gone Before

Well, there are probably a few "enterprising" gamers who have made it through these stages before, but in case you haven't, here are all the passwords to Star Trek Generations: Beyond the Nexus for the Game Boy.

Stage 2: harriman
Stage 3: demora
Stage 4: soren
Stage 5: veridian
Stage 6: ogawa
Stage 7: farragut



Will you leap ahead to the 23rd or the 24th century?



Dare we say it? "Helm, come about to course 214 mark 315...engage!"

Stage Select

We've been very remiss in our duties by not printing the stage select code for the Game Boy version of KI. As you might expect, it's very similar to the stage select code for the Super NES and arcade versions of the game: Press Up or Down and A, B, Select or Start on the Vs. screen.

PRESS START

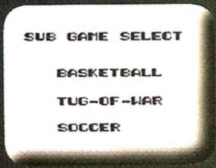
Try different combinations to see where you end up.

FULGORE
85
JAGO

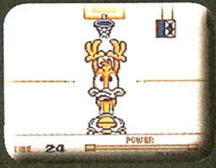
There are eight stages in all to choose from. Fight on!

Bonus Games

Montana Max fancies himself some sort of movie mogul, and Buster Bunny is out to stop Max from ruining the movie business. If you'd like to practice the bonus games before you jump into the action, hold Down and B and press Start at the main menu.



You can choose from any of the special bonus games.



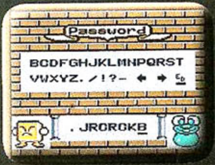
If this keeps up, you'll never make the Dream Team!

TETRIS BLAST

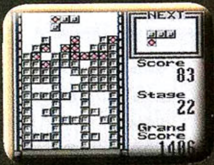
Passwords Galore

There are hordes of passionate puzzlers out there that have been hankering for Tetris Blast passwords. We have a mother lode of them for you, so blast away!

Stage 2: ZFFFJJJF
Stage 3: B/MMLLKB
Stage 4: XSDDGGDM
Stage 5: KCWGLLHK
Stage 6: VG.LJJDM
Stage 7: K.TDGGMF
Stage 8: XZSCDDKK
Stage 9: DFMYLLDD
Stage 10: YGCPDDHL
Stage 11: GVMYLLCJ
Stage 12: V/JVDDGK
Stage 13: CJXTBBCF
Stage 14: !L.YLKKL
Stage 15: LXWTBMMB
Stage 16: VSRPDCCH
Stage 17: KBCDTFDF
Stage 18: XDFGYKJF
Stage 19: F!CDTFCM
Stage 20: TTGHPMJB
Stage 21: DBVGYKGD
Stage 22: .JRCRCKB
Stage 23: CY/BPMHF


Password
BCDFGHJKLMNPQRST
VWXYZ./!?- ← →
. JRCRCKB

Enter these passwords as normal.

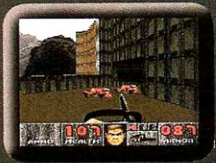

NEXT
Score
83
Stage
22
Grand Score
1406

We've gotten you this far, but the rest is up to you.

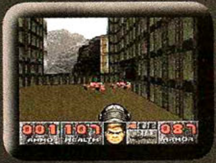
DOOM

Weapon Upgrade

This is the only trick we've discovered so far for Doom. Get the Chainsaw in the Nuclear Plant (Stage 2), then fire off all the ammo for your best weapon. If you hold the fire button as it empties, your gun will upgrade to the next weapon.


107
087
AMMO
HEALTH
ARMOR

This trick is unpredictable, and you may scroll back to the Chainsaw instead.


001
107
087
AMMO
HEALTH
ARMOR

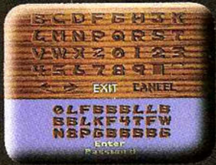
Some weapons have limited ammo, and the new weapon may vanish if you scroll past it.

BASS Masters CLASSIC

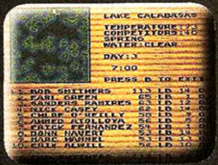
Bass, Anyone?

For you bass aficionados, we've hooked another juicy BASS Masters Classic: Pro Edition password. This one takes you to the final day of amateur competition on Lake Calabasas. Gentlemen, tie your lures!

Lake Calabasas, Day 3, Amateur Circuit:
0LFBBBLLB
BBLKF4TFW
N8PGBBBBG


EXIT
CANCEL
0LFBBBLLB
BBLKF4TFW
N8PGBBBBG
Enter Password

This will take you to the final day on the toughest lake.


LAKE CALABASAS
WATER:CLEAR
DAY:3
7:00
PRESS B TO EXIT

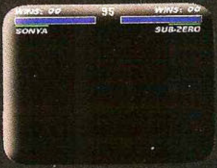
You can have all the fun of bass fishing without the smell.

CLASSIFIED INFORMATION

Kombat Kodes

We printed a few Kombat Kodes in past issues, but we've decided to put together a complete list for your convenience. In case you're not familiar with these codes, here's how they work. Kombat Kodes produce varied special effects and are entered on the Vs. screen in a two-player game. The sequence of numbers represents the number of times each player must press the Y, B and A Buttons before the Vs. Screen fades. The first three numbers are for Player One, and the second set of three are for Player Two. For example, the Invisibility code is 449-449. This means that Player One should press Y four times, B four times and A nine times on the Vs. screen. Player Two should do the same. If you want to limit the damage you inflict on each other and disable the timer, press Y four times, B three times and A two times on Controller I, and press Y two times, B three times and A four times on Controller II. If there's a zero in the sequence, that button doesn't need to be pressed. Since the screen fades quickly, you'll have to press the buttons simultaneously. The code sequences correspond to the symbols at the bottom of the Vs. screen, but we've found that going by the numbers is less confusing for most players. There is no knowledge that is not power!

It may take several tries before you enter a code correctly.

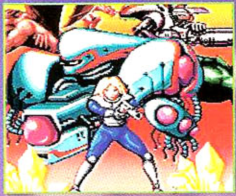


We protest! Do you really expect us to fight under these conditions?!

Invisibility: 449-449
Quick Uppercut Recovery: 688-688
Auto Health Recovery: 012-012
Minimum Damage, No Timer: 432-234
Invisible Power Bars: 987-123
Uppercut To Next Level: 221-557
Switcheroo: 460-460
Unlimited Run: 466-466
Auto Tourney: 989-898
Player One At Half Energy: 033-000
Player One At Quarter Energy: 707-000
Player Two At Half Energy: 000-033
Player Two At Quarter Energy: 000-707
Winner Fights Smoke: 205-205
Winner Fights Shao Kahn: 033-564
Winner Fights Motaro: 969-141
Winner Fights Noob Saibot: 769-342
Hyper Fighting: 191-191
Psycho Kombat: 985-125
Dark Fighting: 688-422
Disable Combos: 999-995
Disable Blocks: 020-020
Disable Throws: 100-100
Disable Sweeps: 091-293
Max Fatality Time: 955-955
One-Button Fatalities: 944-944
Play Slots: 987-655
Play Mini-Game: 642-468
No Fear Message: 282-282
Flippers Message: 987-666
Power Message: 123-926
View Credits: 120-120

Experts, shmexperts! If you've got an awesome tip or a killer code, send it in! We'll print your stuff alongside the pros' codes. So what are you waiting for? Warm up your brain pans, crack your knuckles and press those buttons!

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733



In Titus's new one-player, action game for the Super NES, you'll journey to a future earth where advanced technology, ancient myth, and extraterrestrials all meet. But far from being a sight-seeing excursion, the trip into Realm pits you against the many mechanical menaces and folkloric fiends that roam the strange and labyrinthine land.

REALM™

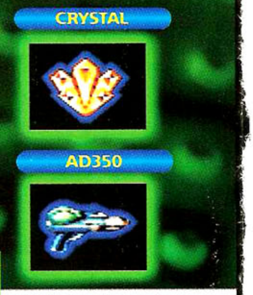
Developed by Flair Published by Titus © 1996

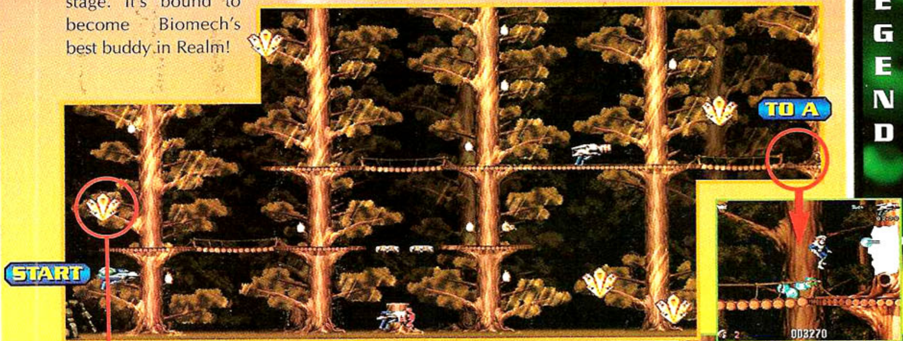
LEVEL1

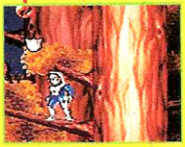
WOODS OF WONDER

In a deep and sunlit forest, a young cyborg named Biomech begins a mission to rid the world of menacing aliens. The forest's birds of prey, fiery sprites, and flying fiends are only minor irritations to Biomech. Make sure you nab the AD350 (with its heat-seeking ammo) that sits at the start of the stage. It's bound to become Biomech's best buddy in Realm!

LEGEND



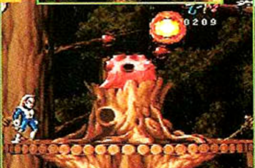




Shoot at the crystals to release a large cache of ammo and a few extra shields. Grab 'em fast or they'll fly away!

WHITTLE AWAY

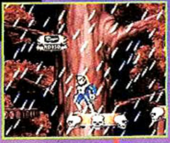
Nature lovers may object to knocking off this gnarled old tree, but it certainly doesn't seem to have any qualms about taking down Biomech. Use the heat-seeking AD 350 to perform some precision tree surgery on this ornery oak.



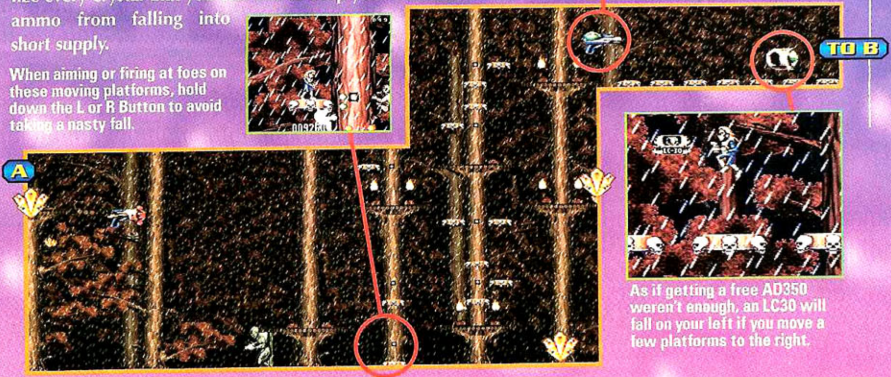
Since you don't need to aim the AD350, just focus all your attention on avoiding the tree's troublesome attacks.

FOREST OF FEAR

After Biomech has defeated the tree, a storm moves over the forest and the level becomes much harder and more menacing. Try to use your trusty AD350 to fight off foes, and utilize every crystal that you can find to keep your shields and ammo from falling into short supply.

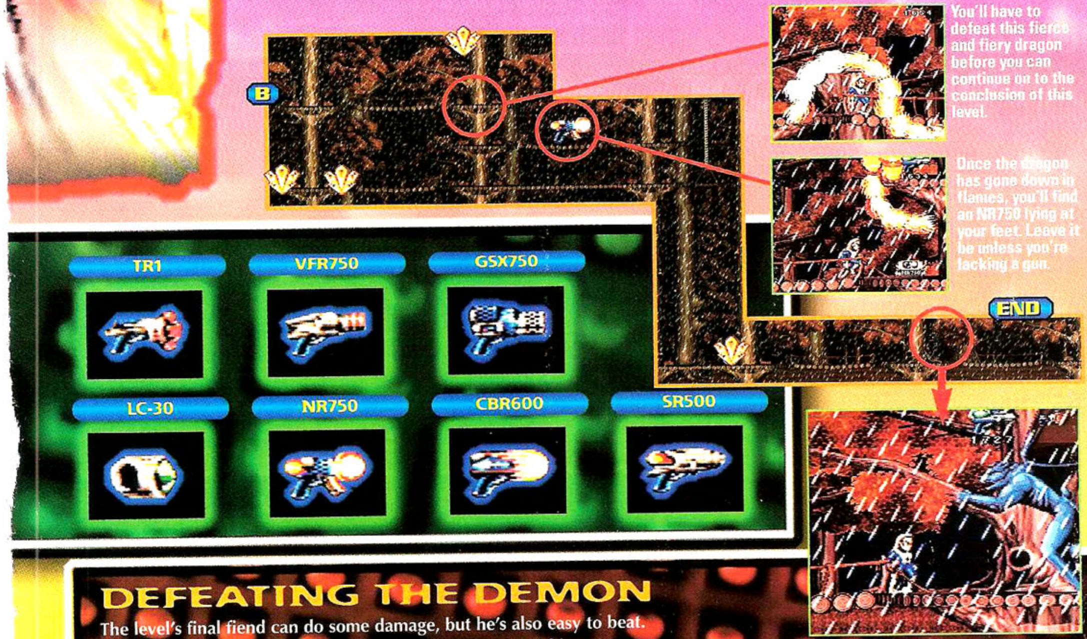


Here, an AD350 (or some extra ammo if you already have the weapon) will inexplicably fall straight down from the sky.



When aiming or firing at foes on these moving platforms, hold down the L or R Button to avoid taking a nasty fall.

As if getting a free AD350 weren't enough, an LC30 will fall on your left if you move a few platforms to the right.

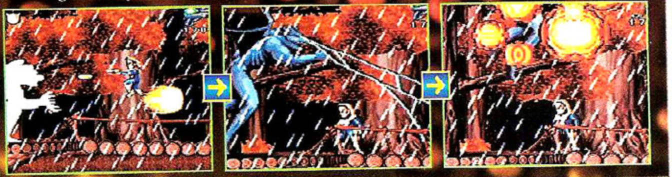


You'll have to defeat this fierce and fiery dragon before you can continue on to the conclusion of this level.

Once the dragon has gone down in flames, you'll find an NR750 lying at your feet. Leave it be unless you're lacking a gun.

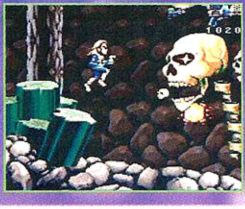
DEFEATING THE DEMON

The level's final fiend can do some damage, but he's also easy to beat. When you first find him, he'll be standing to the right. Whip out your AD350 and fire off some rounds before he begins his offense. Keep firing as he bounds over to the left, then jump up just as he lands and launches a fireball. Now, run for his feet to avoid the brunt of his lightning bolts. If you've kept up your fire, he'll be just about finished.

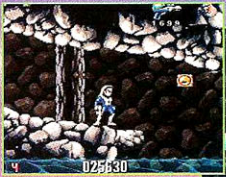


LEVEL 2
CREEPY CAVERNS

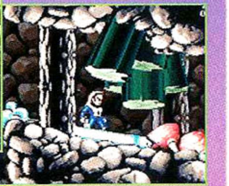
Leaving the darkened grove, Biomech goes underground to Realm's damp and dangerous caverns. He'll have to stay well away from the water because, unfortunately, he hasn't learned to swim. To keep high and dry, hit the red switches that make the water level rapidly recede. You'll also find that level is a whole lot easier if you've brought your AD350 along.



Beat this skull by keeping your distance and blasting ammo into it's mouth. Pass up the VFR750 it offers.



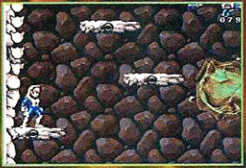
The water is an unwelcome sight but shooting the red switch with your gun will make this obstacle go away.



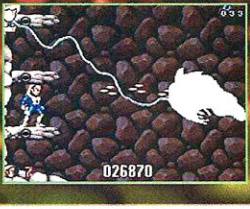
Fire rapidly and back away from this slow-moving slug before he gets close enough to lick you with his laser.

GREAT GREEN GLOB

To beat this slime ball, stand on the bottom platform and blast away at the two platforms above you. When it begins shooting electric bolts, stand still and just aim for its body.

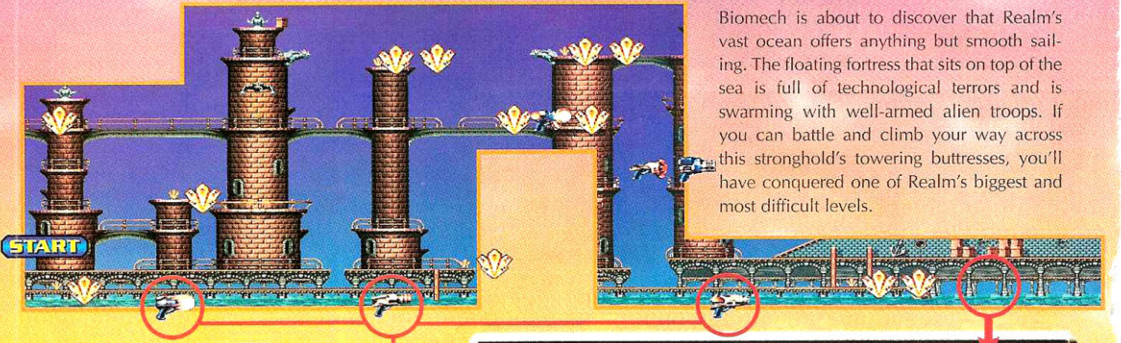


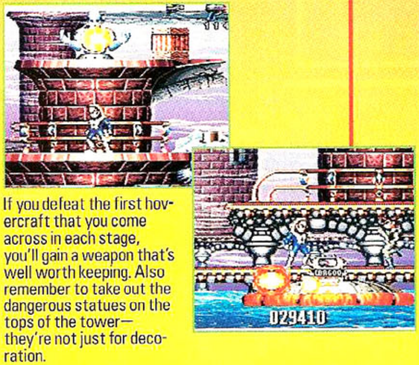
At first, hitting the blob with platforms is the only way to harm it, but after a while, they'll simply bounce off his back.



LEVEL 3
A FORT AFLOAT

Biomech is about to discover that Realm's vast ocean offers anything but smooth sailing. The floating fortress that sits on top of the sea is full of technological terrors and is swarming with well-armed alien troops. If you can battle and climb your way across this stronghold's towering buttresses, you'll have conquered one of Realm's biggest and most difficult levels.

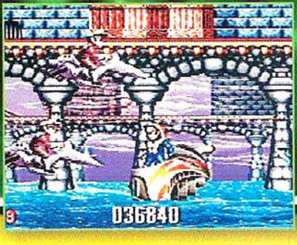


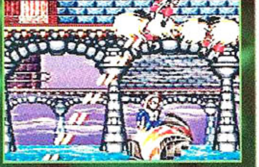


If you defeat the first hovercraft that you come across in each stage, you'll gain a weapon that's well worth keeping. Also remember to take out the dangerous statues on the tops of the tower—they're not just for decoration.

THE WATER WAYS

The only way to reach the second stage of this level is to take to the water on a tiny launch. All sorts of high-flying foes will follow your vessel, so make sure you have a weapon that can hit villains near the top of the screen.



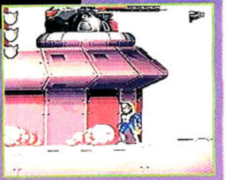


Try to stay directly below the foes that are shown above. They can shoot only at an angle. so you're safer beneath them

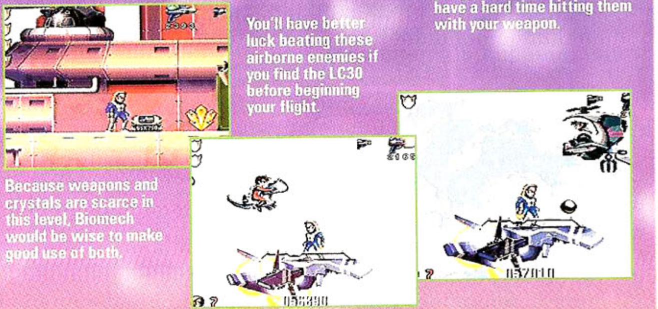
LEVEL 4

HIGHER REALM

Leaving the deep-blue sea behind, Biomech now takes to the air to do battle. Keeping his shields in good shape will be hard under the constant barrage of fire, but because the aliens have only a few big ships in their armada, completing this level shouldn't take long. Just remember to keep an eye out for crystals, because they're few and far between.



Be wary of these pink and pudgy worms! You're going to have a hard time hitting them with your weapon.

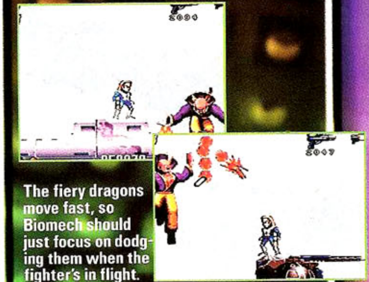


You'll have better luck beating these airborne enemies if you find the LC30 before beginning your flight.

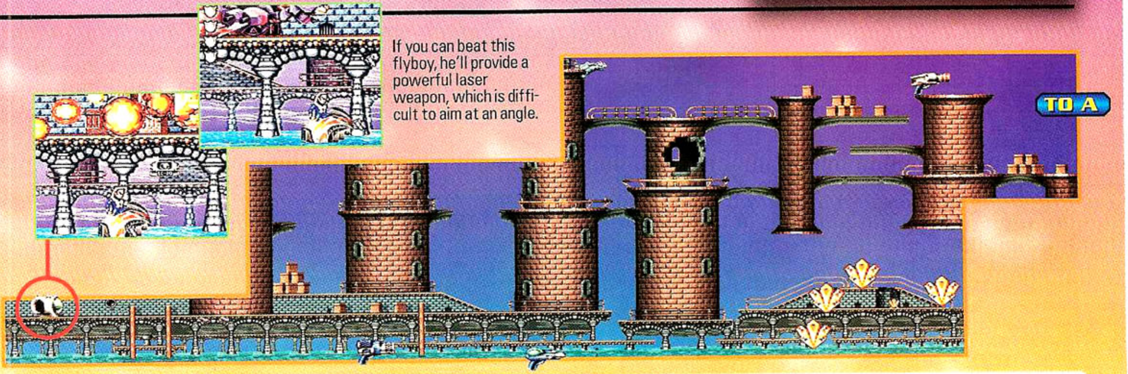
Because weapons and crystals are scarce in this level, Biomech would be wise to make good use of both.

BATTLING THE BLAZE

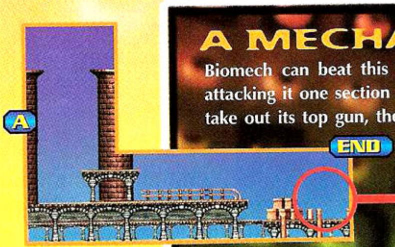
The level's final fighter has a basic battle plan. He'll head to the deck to build up his flames and then fly skyward and release two fiery pets. Since he's only well-protected by his dragons when he's flying, try to hit him when he's down.



The fiery dragons move fast, so Biomech should just focus on dodging them when the fighter's in flight.

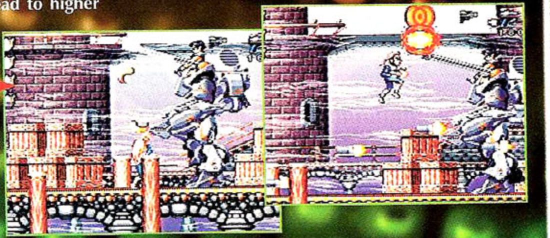


If you can beat this flyboy, he'll provide a powerful laser weapon, which is difficult to aim at an angle.



A MECHANICAL MARAUDER

Biomech can beat this walking weapon only by attacking it one section at a time. Get in close to take out its top gun, then quickly head to higher ground. If you can eliminate its mid-level weapon, the mech's missiles will be your only worry.

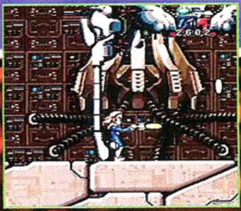


You can only destroy the mech's missile launcher by turning your attention to the mechine's alien operator.

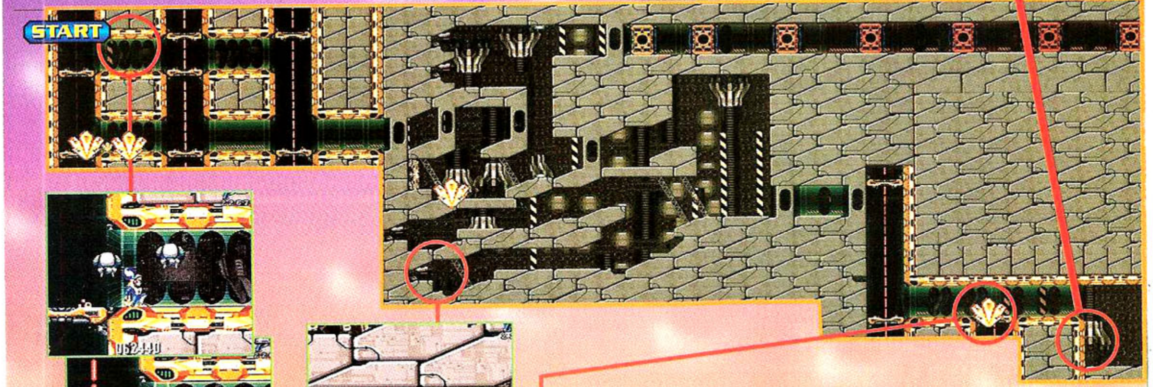
LEVEL 5
A MAZE OF MECHS

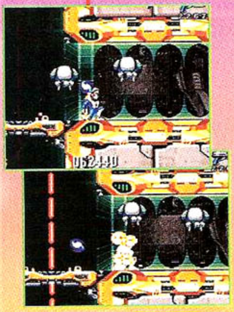
The last level of Realm is nothing less than an all-out assault on the earth's extraterrestrial enemies. To complete this difficult final mission, Biomech will have to make his way through the dark and dangerous corridors of alien high command while clashing with deadly droids and a small army of menacing mechs. If he is able to find his way around the base's large labyrinth of levels without getting horribly lost, our cyborg buddy will have already won half the battle.

CRUSH THE BIG CRAWLER

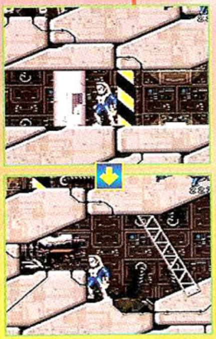


To keep this monstrous creepy-crawly from adding Biomech to its cyborg collection, you'll have to target his beady bug eyes. You can get some good shots in with an AD350 when you're being shoved along the length of the floor, and if you find that you're caught between the crawler's legs, you should fire furiously at its face before your shields get worn away.

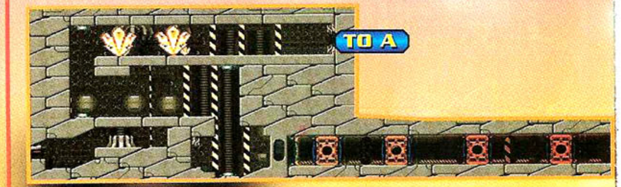


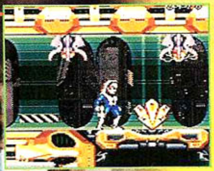


These little droids may not look like much of a threat, but they can easily deplete Biomech's defenses with a single shot. Remember: He who fights and runs away lives to fight another day.



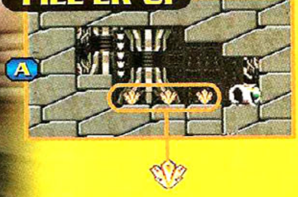
If Biomech decides to fight his way down this dangerous and well-defended corridor, he'll certainly feel foolish when he finds only an enemy cannon at its end.

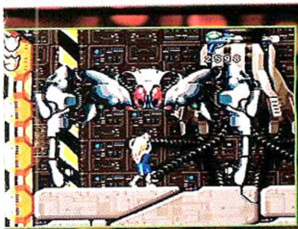




These laser-spitting spiders take a lot of ammo to demolish, so rather than fighting, Biomech is better off fleeing with all the bullets and shields he can get from the crystal.

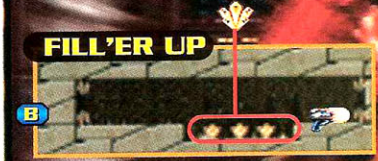
FILL'ER UP

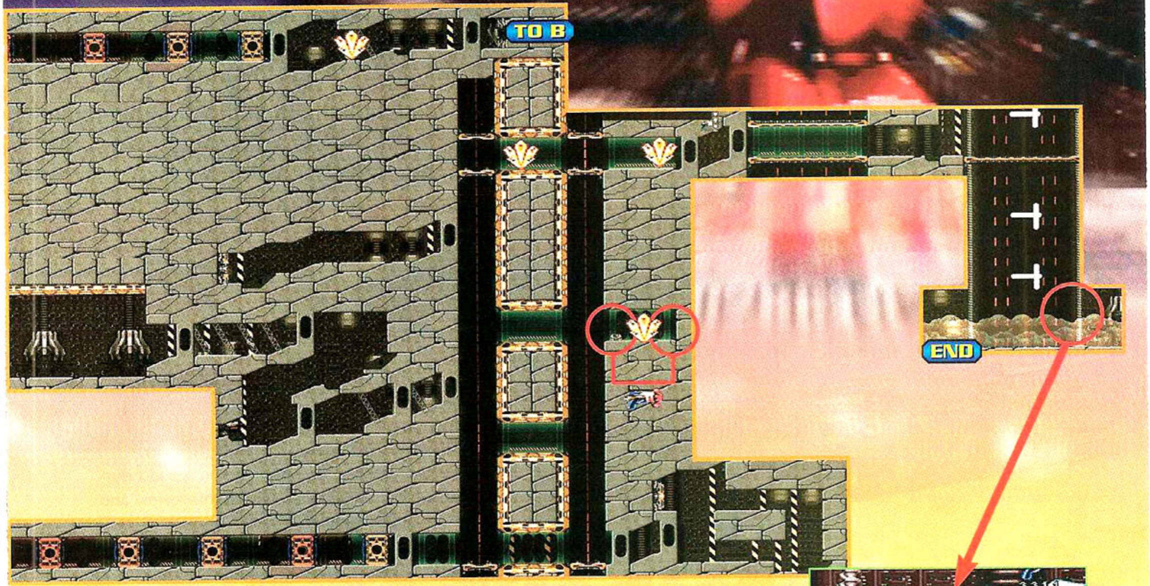




ou can avoid being hit by the plasma balls f you stay close to either one of the rawler's legs. You'll have to jump over one all a couple of times, but the other will iss completely.

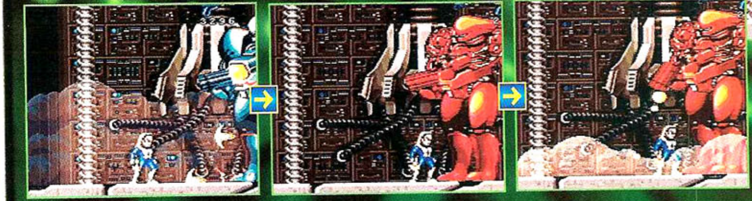
FILL'ER UP

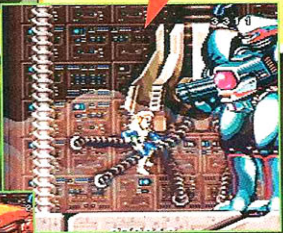




A FINAL FACE-OFF

Whether this mile-high menace knows it or not, he's about to meet his match in Biomech. Our hero will have a fine time making mincemeat of the mechanical fighter if he exploits the mega-mech's major flaw: He's practically immobile.





Firing your best weapon non-stop while jumping over the fireballs that the mega-mech repeatedly rolls across the floor, then move in close when it falls back on its massive machine gun for fighting.

Nintendo Power continues its review of Kirby Super Star, a 32-Meg battery-backed Pak with nine different games sandwiched within its microchips. This month we cover The Great Cave Offensive and Revenge of the Meta-Knight, two of the largest, side-scrolling adventures found inside the cartridge.

KIRBY
SUPER STAR
TM

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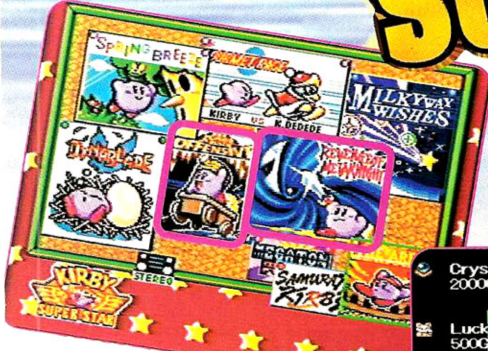
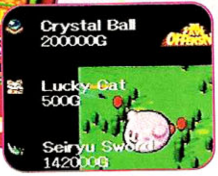

SPRING BREEZE
KIRBY vs K.DEDEDE
MILKY WAY WISHES
DYNABLADE
OFFENSIVE
REVENGE OF META-KNIGHT
MEGATON PUNCH
SAMURAI KIRBY
STEREO
KIRBY SUPER STAR

THE FUN GOES ON

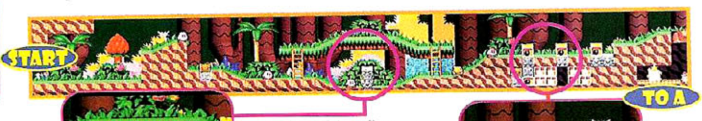
REVENGE OF META-KNIGHT

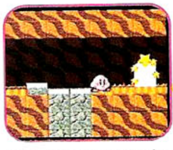

Crystal Ball
200000G
Lucky Cat
500G
Seiryu Sword
142000G
OFFENSIVE

Each game in Kirby Super Star is ranked one to five stars, according to difficulty. The Great Cave Offensive and the Revenge of the Meta-Knight, two of the tougher games in the pak, are both ranked four stars. You must complete both of these games to go on to the hardest challenge in the game, the Milky Way Wishes adventure. If you get lost during your journey, consult the maps in this review and on the back of this month's poster.

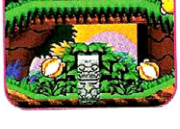
THE GREAT CAVE OFFENSIVE

It's the biggest treasure hunt in Dream Land! Go for a high score as you try to find all 60 treasures hidden inside the Great Cave. This adventure may take several hours to complete, but you can save your progress throughout the maze.

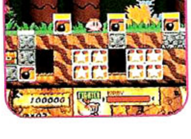




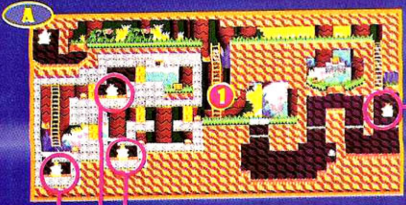
Your adventure begins here. Don't worry about the gray stone blocks. You'll blow them apart when you return at the end of the game.

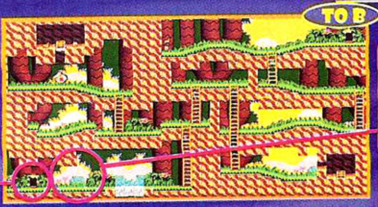


Prune these feisty flowers down to size and knock off the head of the stone statue to uncover a secret cavern. Inside you'll find an underwater chest containing the Gold Coin.

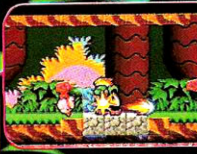


Don't destroy the middle bomb block or you'll never pick up the valuable Whip. After you open the treasure chest, continue right to the Great Cave's main entrance.



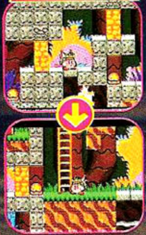


BONKERS!



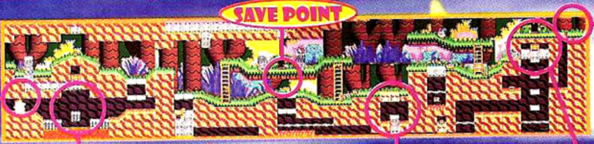
If you stand *too close* to Bonkers, he'll crush the stone blocks beneath your feet. Avoid his treacherous trap by staying off the blocks.

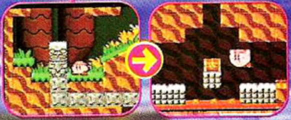
WARP TO 1



If you're stuck between the sliding doors, drop down through the floor, use the exit door and try again.

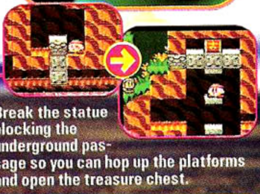
SAVE POINT



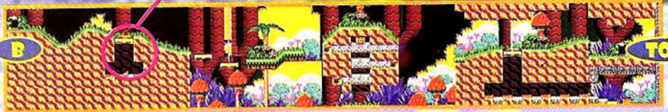


Smash the statue in the chamber's upper left corner, then return to the crumbling blocks to claim your prize.

Use your Cutter to slice the rope supporting the platform. At the bottom of the pit you'll find some food.

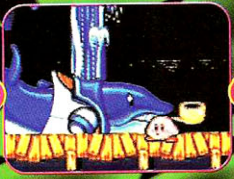


Break the statue blocking the underground passage so you can hop up the platforms and open the treasure chest.



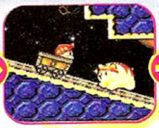
PICK A POWER

KILLER WHALE



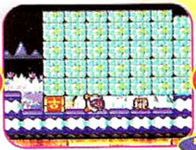
Use Kirby's Sword skill and a Blade Knight helper to fillet the wicked whale and finally force him to founder.

MINE CART

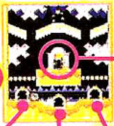


Kirby is invincible while riding in the mine cart. If you leap out, you'll have to fight your way along the tracks.

KIRBY COUSTEAU

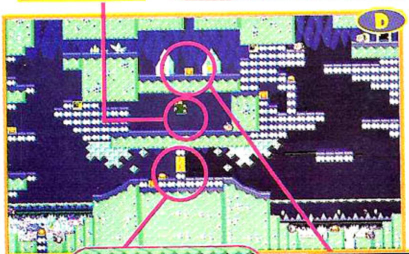


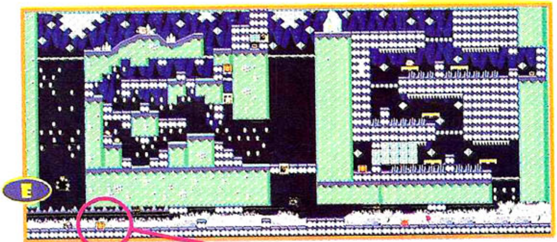
If you dive deep enough and use your Water Gun to blast a path, you'll discover a 1-up and the Glass Slippers.

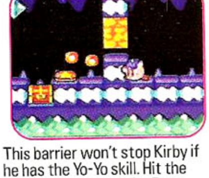


PAGE 52

WARP TO 2 (PAGE 52)

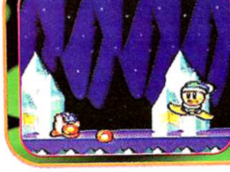




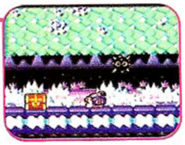


This barrier won't stop Kirby if he has the Yo-Yo skill. Hit the switch and collect the Brass Knuckles.

POPPY SR.

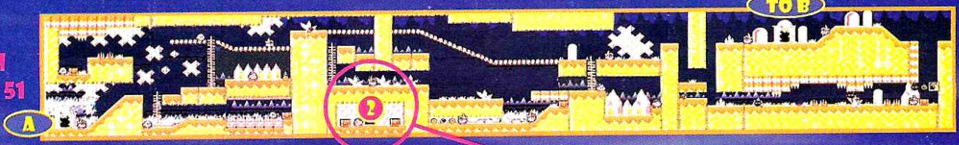


Poppy Bros. aren't tough if you can hit them from a distance. Try using the Yo-Yo or Bomb skills and stand near the edge of the screen.

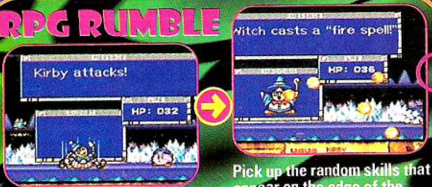


Strong water currents sweep the cavern floor. If you swim against the flow, you can drift left and pick up the 100-Dollar Coin.

FROM PAGE 51



RPG RUMBLE



Kirby attacks!

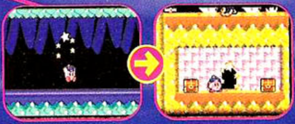
HP: 032

Witch casts a "fire spell!"

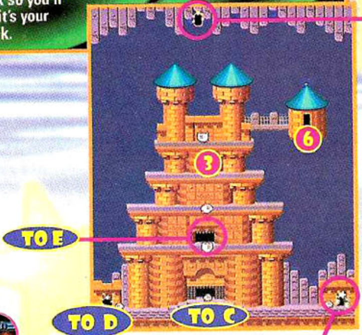
HP: 036

The RPG battle is unlike any other confrontation in the game. Read the message box so you'll know when it's your turn to attack.

Pick up the random skills that appear on the edge of the screen. The Fire skill works best against the Slime, Dancing Doll and Witch.



If you warp from the blue crystal cave, you'll end up in this secret room. Here you'll find the fossil treasures.



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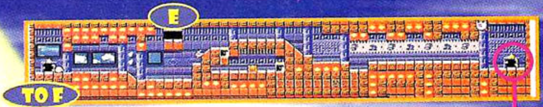
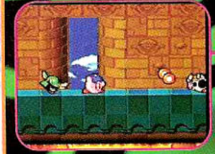
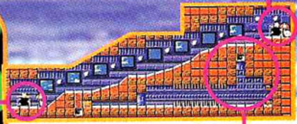
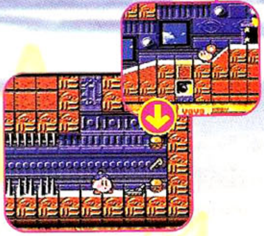


AMBUSH!

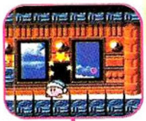


A bevy of baddies drops in whenever you pass through the hallway. Use throwing weapons like the Yo-Yo to dispatch them from a distance.

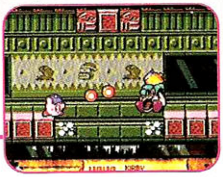




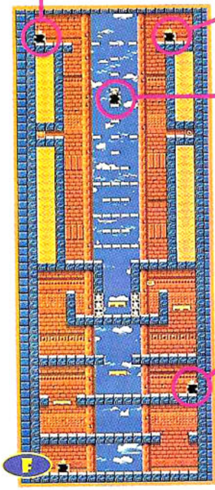
Jump down the hole to pick up the extra goodies, then leap on the platform for a quick ride above the spikes.



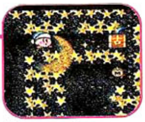
Lunge right as soon as you enter this room so you'll have just enough time to find the Mannequin treasure.



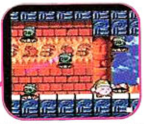
Bonkers might hammer you, but if you reach the chest before he does, swoop up the Autumntime treasure and run.



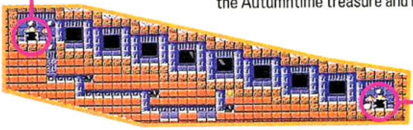
TO G PAGE 53

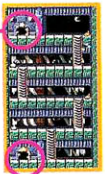


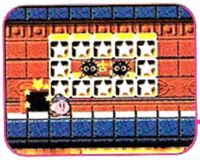
When you bounce up this starlit chamber, you'll find the treasure chest in the upper right corner.



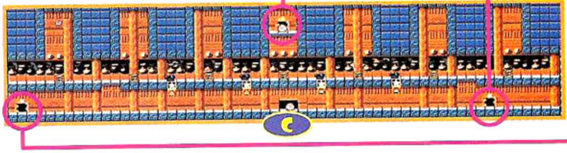
This breezy room is filled with Sleepies. If you can reach the chest without waking one, you'll find Mr. Saturn.

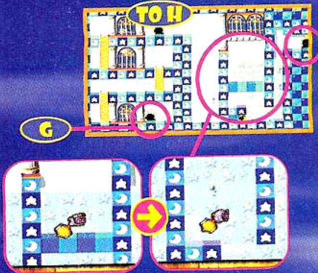




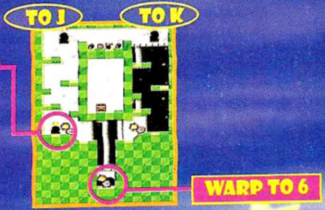


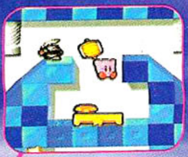
Release the bouncing spikes by removing the left and right star blocks, then spring up and take the Star Tiara.



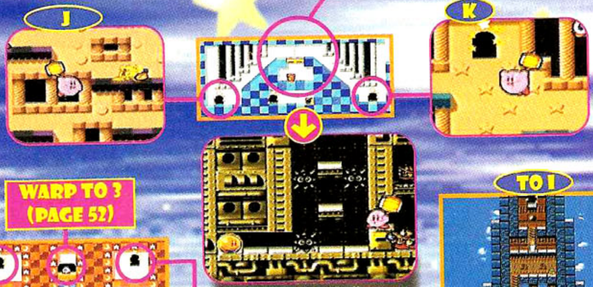


The Hammer is one of the few items you can use underwater. Swing it around and break through the cracked walls.

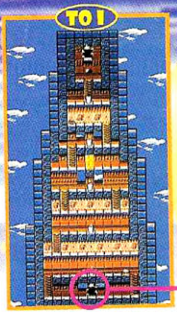


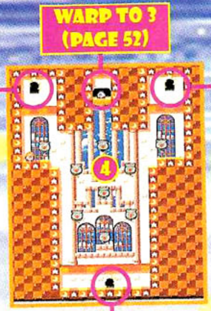


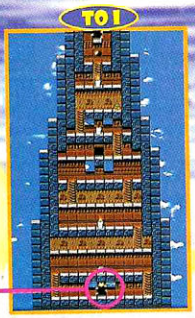
You need a Bonker Helper and a Cutter to enter this lower chamber. Cut the rope and pound down the post.



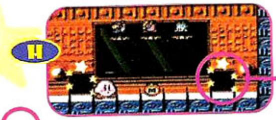
Avoid the spiked balls as you bound to the top of this metal chamber. The King's Cape is inside the chest.



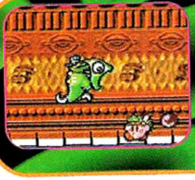




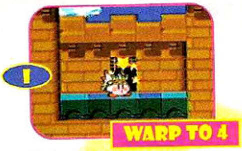
CHOOSE YOUR WEAPON



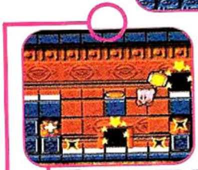
CHAMELEON



The Chameleon blends in with the walls, but if you watch closely, his shadow will give his hiding place away.



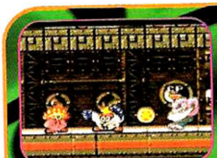
Explore all of the exits leading outside the twin towers to discover the Model Ship and the Sun Ring.



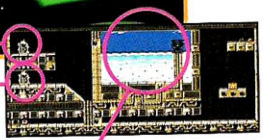
HAMMER TIME

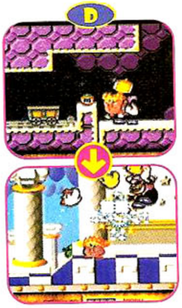
You must have the Hammer to pound down the post and demolish the wall, then you can enter the elevator room.

FALSE CEILING

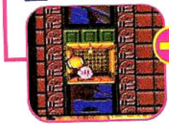


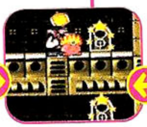
Toss this black-belted fiend around until he surrenders. After he is defeated, his hidden food stash will fall from the ceiling.



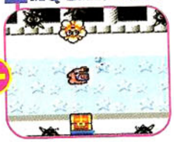


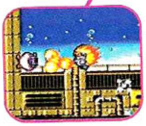
ELEVATOR





AQUAKIRBY





You need a Burning Leo helper to light this underwater fuse. Slide into the cannon barrel before it fires.

TO A
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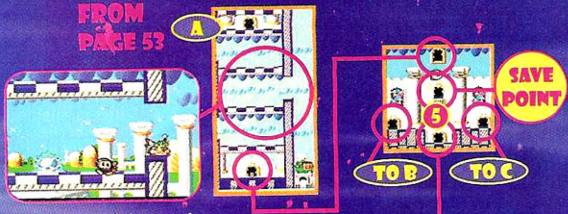
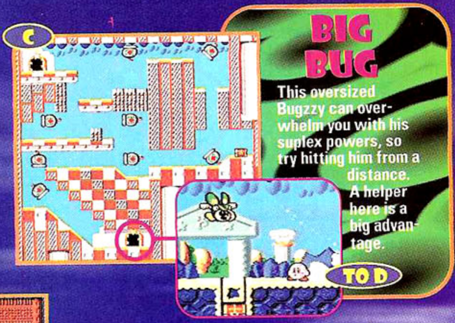
FROM PAGE 53

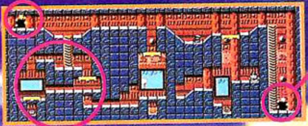


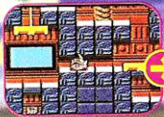
This section of the maze is plagued by a wicked crosswind. Use the Jet to fly against the gusty breezes.



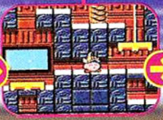
BIG BUG

This oversized Bugzzy can overwhelm you with his suplex powers, so try hitting him from a distance. A helper here is a big advantage.

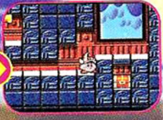




Don't cut loose the far left platform or you won't be able to reach the 1-up. Cut the rope next to it instead.

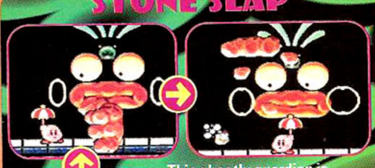


Grab the 1-up, exit the room, then return and cut the far left platform. Now you can reach the treasure chest.



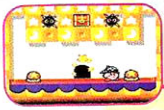
After you open the treasure chest containing the Platinum Ring, retrace your route and continue your journey.

STONE SLAP

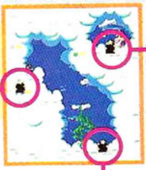


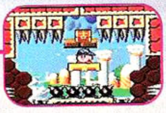
This ghostly guardian is determined to stop your journey back to the surface. Crush his stone hand before he can slap you down.

AFTER THE FIGHT

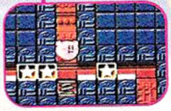


Touch the right switch to claim the treasure chest. Touching the left switch releases the enemies.





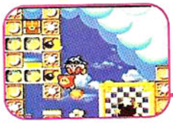
If you take your time on the platform, you'll be rewarded with the Ramia's Scale at the top of the chamber.



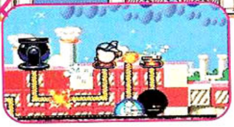
Catch your breath to slow your fall or you'll bounce against the spring and miss the treasure chest waiting at the bottom of this hole.

RIDE ON THE STAR

You're back at the beginning! Hop on the star and ride off into the rolling credits.

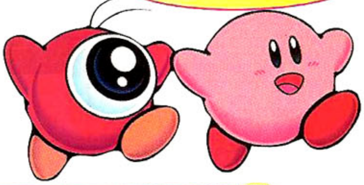


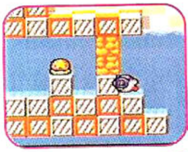
Use your Jet skill to detonate all but the lowest bomb in this stack to claim the Xmas Tree treasure.



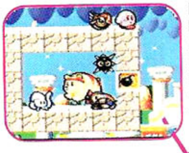
You'll need a Fire or a Jet skill to light the fuse of the center cannon. Try the center cannon first.

THE END





You need the Crash skill to open this door. Swallow the exploding enemy directly above Kirby's head.

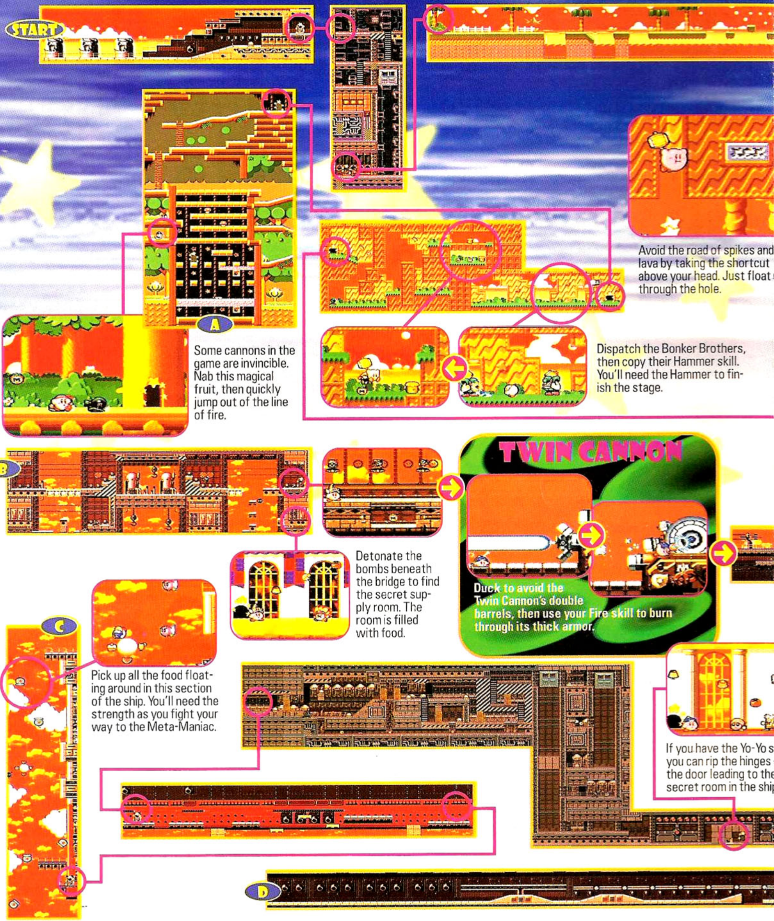


Into the dunk tank! Hit the bomb to blast the rocks, dunk the baddies and claim the underwater treasure chest.

WARP TO 5

REVENGE OF THE META-K

Not every diabolical plot in Dream Land is hatched by King Dedede. The evil Meta-Knight is terrorizing the countryside with his mechanical floating fortress. Kirby must find a way to destroy the ship and end the reign of terror.



Some cannons in the game are invincible. Nab this magical fruit, then quickly jump out of the line of fire.

Avoid the road of spikes and
lava by taking the shortcut
above your head. Just float
through the hole.

Dispatch the Bonker Brothers, then copy their Hammer skill. You'll need the Hammer to finish the stage.

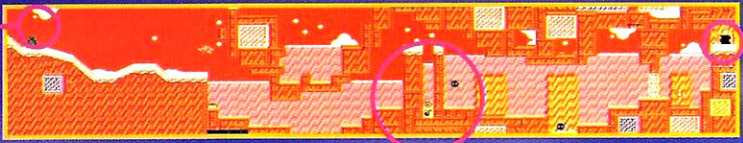
Detonate the bombs beneath the bridge to find the secret supply room. The room is filled with food.

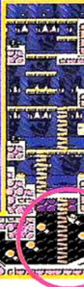
Duck to avoid the Twin Cannon's double barrels, then use your Fire skill to burn through its thick armor.

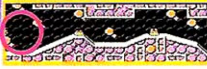
Pick up all the food floating around in this section of the ship. You'll need the strength as you fight your way to the Meta-Maniac.

If you have the Yo-Yo s
you can rip the hinges
the door leading to the
secret room in the shi

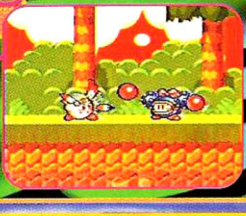
KNIGHT



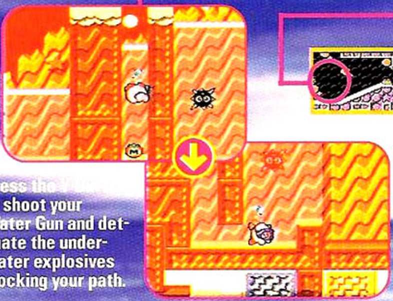




ROUND ONE



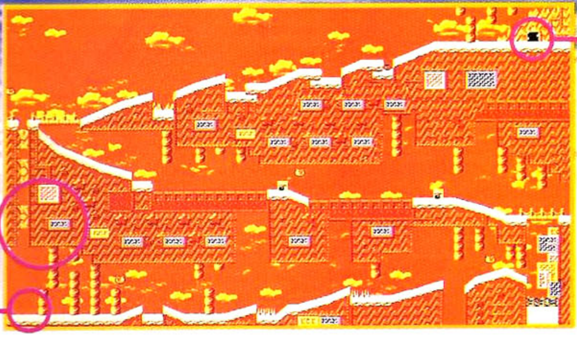
This punchy warrior will slug Kirby around while you're down on the ground. If you have the Bomb skill, blast him from a distance.

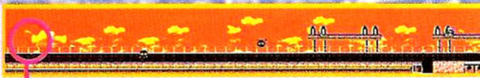


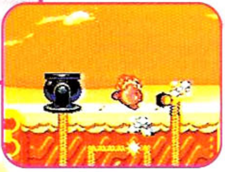
Press the Y [illegible] to shoot your Water Gun and detonate the underwater explosives blocking your path.

d

up

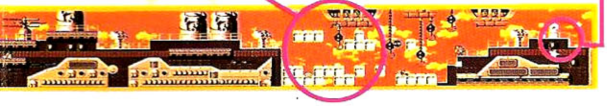


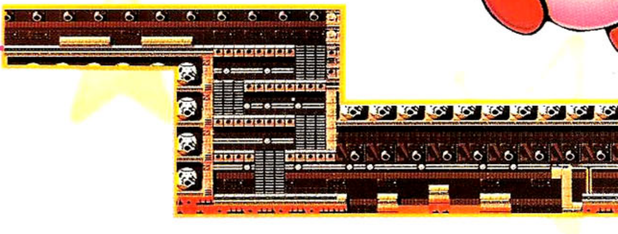




Copy the Fire skill to light the fuse on this cannon, then hop down the barrel and shoot into the next stage.

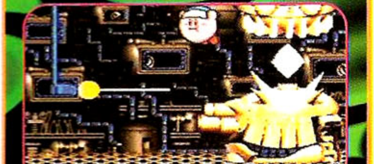
The ship is starting to fall apart. Pick up the treats left behind on the deck, but be sure to watch your step.





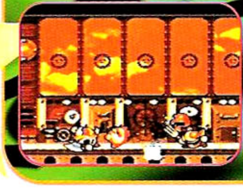
kill,
off
e last
p.

THE REACTOR

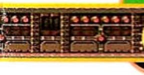


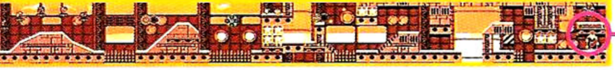
Trick the sentry into firing at the reactor. Stand in front of the reactor and wait for the laser to fire, then jump out of the way.

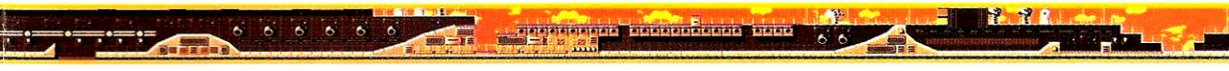
GUARDS

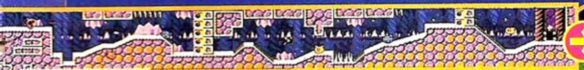


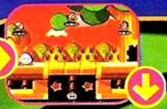
Whoa! The Meta-Knight chamber guards! Use your Cutter skill and Sir Kibble to dice the troublesome toadies into bite sized pieces.



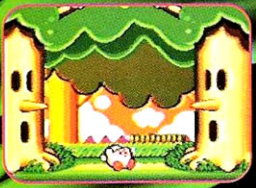






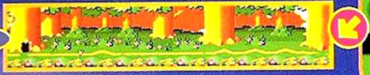


ENVIRONMENTAL IMPACT

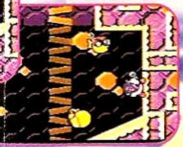


The bark on the twin trees is worse than their bite. Concentrate on trimming one tree before you cut the other down to size.

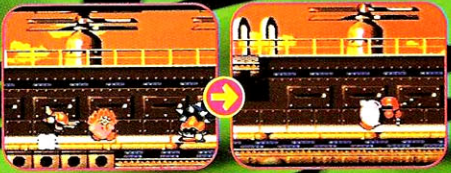
TO A



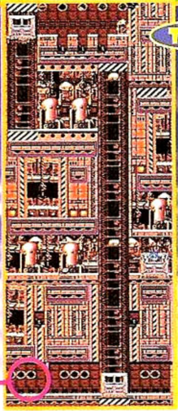
Kirby climbs faster than he flies, so snag a ladder rung and stay in the [illegible] side-scrolling action.



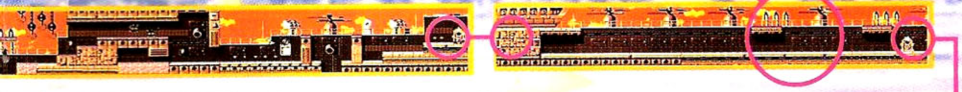
AMBUSH

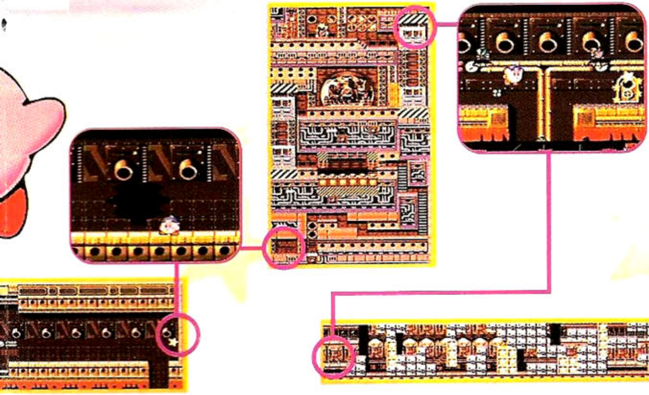


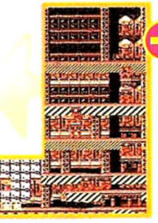
It's a Meta-minion ambush! If you don't have a skill or a helper, inhale your freaky foes and spit them at their charging companions.



TO B

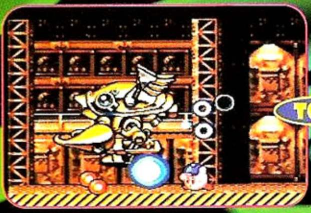






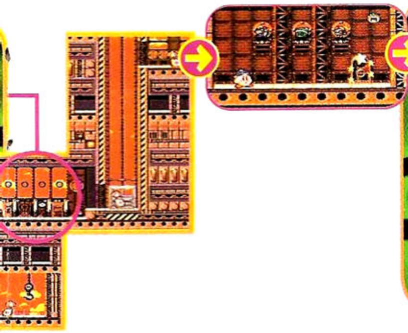
You'll need a sword and a swashbuckling Blade Knight to pull the claws off Heavy Lobster. Sharpen up here.

LOBSTER DINNER

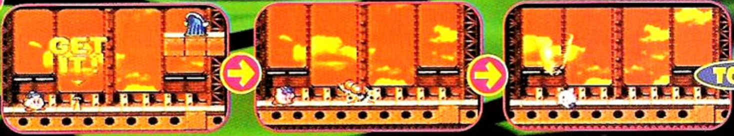


TO C

Heavy Lobster is back for a rematch! This mechanized muncher is slow to react, so as long as you keep moving, you'll win the battle.



THE META-MELEE

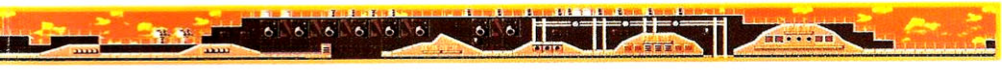


TO D

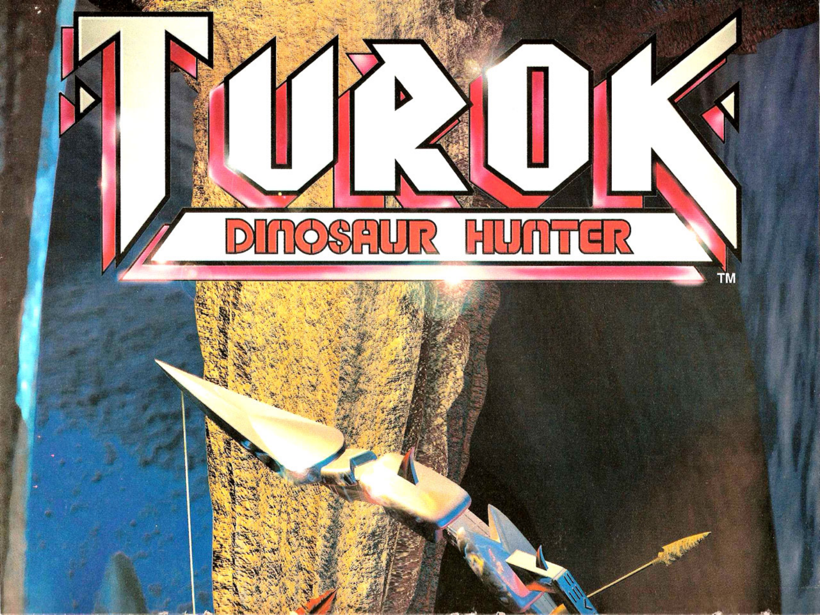
What secrets *lurk* behind Meta-Knight's cape? Grab the power-up and taunt the wily warrior to begin the game's fighting finale.

Like the chamber guards, Meta-Knight isn't cut out for a Cutter confrontation. Close in as the creep starts eyeing the exit door.

Meta-Knight runs away to fight another day. You have 45 seconds to escape the burning ship, but your Meta-Knightmare isn't over yet.



THE END


TUROK
DINOSAUR HUNTER
TM

COMING SOON TO THE
NINTENDO 64 FROM
ACCLAIM ENTERTAINMENT
NINTENDO
POWER®

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EPIC CENTER

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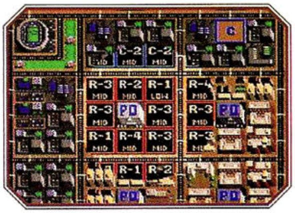
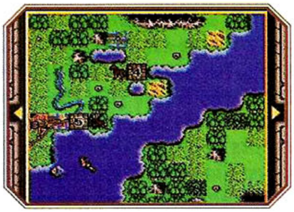
SIMS AND STRATEGY

This month, Epic Center covers two games that fall outside the realm of straight RPGs, but both games offer plenty of challenge and interest. It may come as a surprise to many gamers, but SimCity has been a great success for the Super NES. Quietly, over the years, this remake of the Maxis classic has sold well over a million copies around the world. This month, Nintendo will rerelease SimCity as part of the Players' Choice series of games for an MSRP of $34.95. That's an incredible deal. The reason for this is that the scope of the game is limited only by your own imagination.



SimCity

War 3010: The Revolution from Advanced Productions falls firmly in the category of war strategy games. Like its board game predecessors, War 3010 concentrates on the manipulation of combat units, which you move and send into battle. Since each unit has unique capabilities, you must deploy them strategically, backing up some units and matching your attacking units with enemy units according to their weaknesses. Each scenario presents clearly defined goals—just the opposite of the play in SimCity—but within the scenario you have the freedom to move your ships and attack however you want.



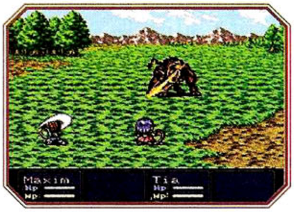
Civilization

If you find that you like both of these types of games, you might want to hunt up a copy of Koei's Civilization. This game has been released for a little less than a year, but already it can be considered a classic. The play includes the freedom to establish and build your own cities as in SimCity plus the strategy of moving combat units around the territory for defense or offense.

In these difficult days when new RPGs are so hard to find, a few good games such as these can keep you going for a long time. Open, creative play makes for an incredible deal. Instead of talking about the game taking 80 or 100 hours, the time is almost limitless.

LUFIA II ARRIVES (AT LAST)

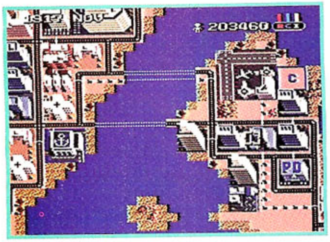
You saw the reviews of Natsume's Lufia II here several months ago, but Epic fans have had a long, hot wait over the summer with no sign of the actual game. As you read this article, though, Lufia II should be arriving in the stores. Rejoice! For anyone who may have missed the early reviews, Lufia II mixes RPG and Zelda-like adventure action into one of the strongest epics of the last few years for the Super NES. Players will find puzzles, live action battles, quests, RPG-style menus, a trove of weapons and items and at least 80 to 100 hours of adventure. There's even one dungeon with 100 randomly changing levels on it. For full, strategic coverage of Lufia II, look back to your May and June issues of Nintendo Power. We'll be including more information in future Epic Strategies columns, as well.

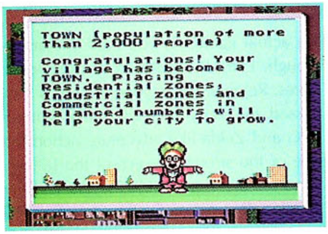


Lufia II

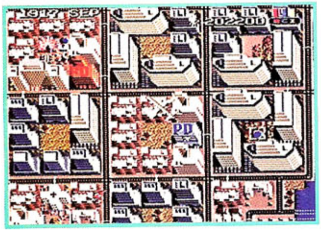
SIMCITY 2000: BREAKING NEWS

This just in from Calabasas, CA: Black Pearl informed Epic Center News editor that they have finalized a deal to bring SimCity 2000 to the Super NES in North America. In Japan, SimCity 2000 was released by Imagineer for the Super Famicom. Players (or city builders) have far more flexibility in SimCity 2000 and more types of facilities to build, including subways, water systems, military bases and giant arcologies. You can even custom-shape the landforms with hills, lakes and rivers. SimCity fans will be in heaven. Black Pearl hopes to release SimCity 2000 in late October or November. More later.



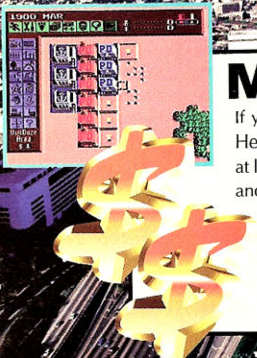

TOWN (population of more than 2,000 people)

Congratulations! Your village has become a TOWN. Placing Residential zones, Industrial zones and Commercial zones in balanced numbers will help your city to grow.



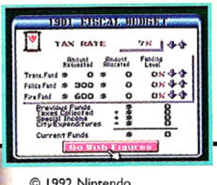
URBAN RENEWAL WITH SIMCITY

SimCity for the Super NES first appeared in 1991 and became an instant hit in Japan and North America. The popularity of the game came as no surprise to Nintendo, because the previous computer versions of SimCity from Maxis were widely heralded as some of the best games ever. This month, Nintendo relaunches SimCity as part of the classic Players' Choice series. What makes Sim-City so appealing is a combination of the realistic 3-D view of the city and the player's total control over everything in it. You can create and you can destroy. You can even toy with the sim citizens who live in your town, setting up experiments to see how they react. In the years following the introduction of the first SimCity for the Macintosh back in 1989, many so-called god-games have tried to duplicate the magic of SimCity, but none have done it better.



MILLION DOLLAR MAYOR

If you want to get off to a great start, how about putting $999,999 in the bank? Here's how you do it. Begin by spending all of your money. Make sure you build at least one unit like a Police Station that requires funding and reduce your tax rate and funding levels to 0%. At the end of the year, when the tax screen pops up, hold the L Button and exit the screen. Still holding the L Button, press X twice so the calendar shifts to January. Now, bring your funding levels back up to 100%, but leave the tax at 0%. Exit the tax screen and release the L Button.


1901 FISCAL BUDGET

TAX RATE 7%

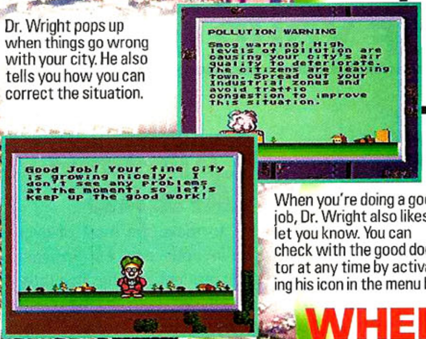
	Amount Requested	Amount Allocated	Funding Level
Trans.Fund	$ 0	$ 0	0%
Police Fund	$ 300	$ 0	0%
Fire Fund	$ 600	$ 0	0%

Previous Funds	$	0
Taxes Collected	+ $	0
Special Income	+ $	0
City Expenditures	- $	0
Current Funds	$	0

© 1992 Nintendo

THE GIFTS THAT KEEP ON GIVING

The most innovative change to the Super NES SimCity involves the giving of gifts. As you reach various population milestones in the life of your city, you will receive gifts that can help your city grow even faster. The gifts range from civic decorations like the Fountain to practical gifts like the Landfill. Each gift can be used almost anywhere in the city, but most can be used strategically to maximize their benefits. If you choose the right location, the gift keeps on giving and giving.



POLLUTION WARNING

Smog warning! High levels of pollution are causing your city's air quality to deteriorate. The citizens are leaving town. Spread out your industrial zones and avoid traffic congestion to improve this situation.

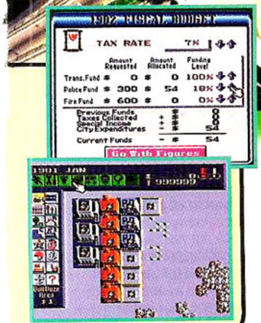
Good Job! Your fine city is growing nicely. I don't see any problems at the moment, so let's keep up the good work!

Dr. Wright pops up when things go wrong with your city. He also tells you how you can correct the situation.

When you're doing a good job, Dr. Wright also likes to let you know. You can check with the good doctor at any time by activating his icon in the menu bar.

WHEN THE CENSUS PAYS OFF

YOUR HOUSE	As the mayor of SimCity, you'll earn yourself a luxurious estate once your village becomes a town of 2,500 people. Locate Your House near other neighborhoods. People will flock to live near such a popular leader.
BANK	If you run low on cash, SimCity Savings and Loan will float you a line of credit to the tune of $10,000. Of course, you'll have to pay it all back over the next 20 years, but in the meantime, your town can continue to grow.
ZOO	The Zoo gift will enhance any residential neighborhood and provide $100 in revenue to the city bank account. Place the Zoo beside dense residential areas and watch the apartment buildings reach the highest level of development.
CASINO	Placing the Casino adjacent to commercial zones is a good bet. You'll earn $100 every year from the Casino, but you'll also increase the amount of crime in that area of the city. The trade-off is worth it. Just build another police station.
AMUSEMENT PARK	Sim kids seem to like Ferris wheels and rides as much as real kids. If you place the Amusement Park near a residential neighborhood, the buildings will reach higher levels and you'll earn $100 per year.
POLICE HQ	Once you build six regular police stations, you'll receive a Police Headquarters building. The facility controls crime over a large area but costs you $100 per year. Build this in a high crime, industrial area.
FIRE HQ	The Fire HQ provides wide fire coverage but costs the tax payers $100 every year. Since one fire station is adequate for any city, you might think twice about spending the extra money for this unit.
BIG PARK	The Big Park boosts the growth and property value of any adjacent zones and brings in $100 every year. You'll receive several of these parks throughout the game if you build lots of little parks.
WINDMILL	The Windmill is a gift from your sister city in Holland. Place it next to commercial zones to encourage their growth. You'll earn more tax dollars and raise land values in the area.
TRAIN STATION	The central Train Station helps ease traffic problems by making your train service more efficient. Place it in the commercial district to help nearby zones reach the highest level of development possible.
EXPO	The Expo site should be placed between industrial zones. Your tax revenues will increase and nearby industrial zones will max out. This is one of the few gifts that helps industries.
SCALE MODEL	The Scale Model lets you take a quick look at your city. You can access the model on the Information screen, then scroll about the miniature version of your city, just for fun.
FOUNTAIN	The Fountain beautifies any location in your city and helps the adjoining zones reach their full potential. The Fountain increases your tax take by $100 each year and costs you nothing in return.
LANDFILL	The Landfill allows you to fill in areas of water to make new land. You can place any type of unit on the new property to help your city grow. As you fill up existing areas of the map, you'll receive new Landfill gifts.



1902 FISCAL BUDGET

TAX RATE 7%

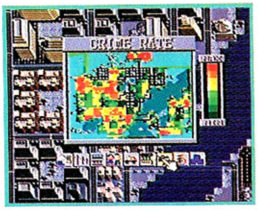
	Amount Requested	Amount Allocated	Funding Level
Trans.Fund	$ 0	$ 0	100%
Police Fund	$ 300	$ 54	18%
Fire Fund	$ 600	$ 0	0%

Previous Funds $ 0
Taxes Collected + $ 0
Special Income + $ 0
City Expenditures - $ 54
Current Funds - $ 54

Go With Figures

MAKING THE MOST OF YOUR CITY

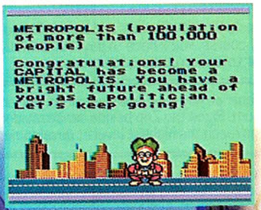
WRONG



Check with the Information Screen to see if you are having problems. The maps pinpoint exactly where things have gone wrong.

In the following pages, you'll learn how to maximize every zone in your growing city. Although some of the strategies may seem like tricks, they are all based on the way the game reacts to different zones and effects. As the mayor of SimCity, you build zones for industrial, commercial and residential use. How these zones prosper depends on how attractive you make them. If you know how each type of zone responds to things such as crime rates, property value, traffic and pollution, you can create the ideal setting, ensuring high growth rates. The Information screen helps you track the effectiveness of your changes, so you can use it to see if your strategy is working.

RIGHT



METROPOLIS (population of more than 100,000 people)

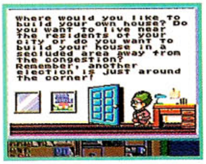
Congratulations! Your CAPITAL has become a METROPOLIS. You have a bright future ahead of you as a politician. Let's keep going!

Dr. Wright lets you know when you've reached a milestone in the growth of your city.

PLANNING AHEAD

You need to make the most of every sim acre in your city. For instance, place eight residential zones in a three-by-three square, leaving the center open, then drop a gift such as a Large Park into the hole to produce four top level apartment complexes in the surrounding zones. The same strategy works with commercial zones. Try the other strategies listed below.

YOUR HOUSE



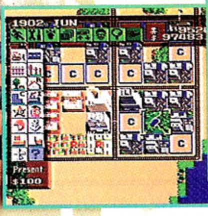
Where would you like to build your own house? Do you want to live near the residents of your city or do you want to build your house in a secluded area away from the congestion? Remember, another election is just around the corner!

Do the doughnut trick with Your House. Plop the mansion into the center of a ring of residential zones to encourage those zones to top out. Zones that border on Your House have the best chance to max out.

BREAKING GROUND

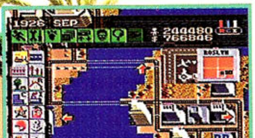
Like all cities, your SimCity needs power to prosper. Your first job as mayor is to choose a site and build a power source. The coal-burning plant may be cheap, but in the long run it produces too much pollution. The best choice is the nuclear power plant. Locate it on an island or isolated point of land to minimize the effects of a meltdown, should one occur. After that, you'll need an industrial zone for jobs and a residential zone where people can live. You also need to connect each zone using power lines and run a road or trolley track along one side. Remember, no zone is an island.

DOWNTOWN



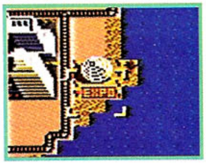
It's usually best to concentrate the dense growth of residential and commercial zones at the center of your city and put polluting industrial zones on the fringe. You can also use a neighborhood approach, breaking your city into selfcontained villages.

THE OUTSKIRTS



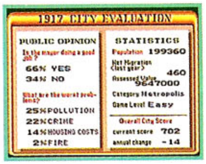
Since pollution radiates out from a source such as a factory or coal power plant, it's best to locate these zones on the edges of the map. Half the pollution will be distributed outside the border of your city where it doesn't affect your city's growth.

PUBLIC ACCESS? NOT.



Most gifts work just as well with or without a road or railroad touching them, but they do require power. If you surround a gift with zones, all of those zones will benefit from the positive effects of the gift.

WHAT'S WORKING

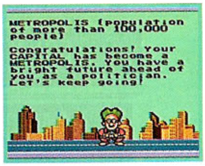


1917 CITY EVALUATION

PUBLIC OPINION	STATISTICS
Is the mayor doing a good job?	Population 199360
66% YES	Net Migration (last year) 460
34% NO	Assessed Value 9647000
What are the worst problems?	Category Metropolis
25% POLLUTION	Game Level Easy
22% CRIME	Overall City Score
14% HOUSING COSTS	current score 702
2% FIRE	annual change -14

Pop into the Information screen to see if your strategy is working or use the magnifying glass. The Info Screen can show you high property values while the magnifying glass reveals which zones are flourishing.

WATERFRONT

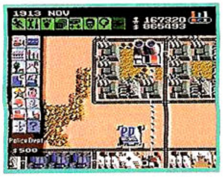


METROPOLIS (population of more than 100,000 people)

Congratulations! Your CAPITAL has become a METROPOLIS. You have a bright future ahead of you as a politician. Let's keep going!

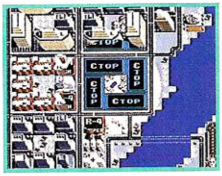
Waterfront property is particularly valuable because you can build over it, gaining precious areas of land from the shore. You can place a zone or building with one edge hanging over the water.

INDUSTRIAL

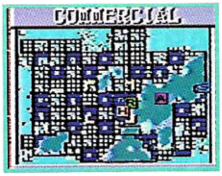


Pollution and crime are the main, limiting factors to industrial growth. Build parks and lots of police stations in industrial areas. Large cities don't require as high a percentage of industrial zones as smaller towns do.

COMMERCIAL

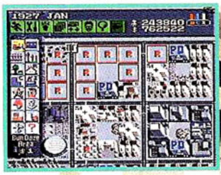


Commercial zones thrive in cities where people have money to spend. You'll notice that the commercial bar on the RCI meter lags behind the residential and industrial meter bars.

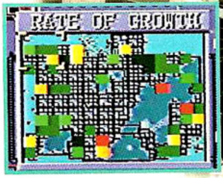


People traveling to or from work tend to stop and shop if commercial zones are present. The strategy is to place commercial zones on routes linking industrial and residential zones.

RESIDENTIAL



People like to live in nice, green neighborhoods with lots of amenities such as libraries, parks, and shoreline. Pollution, crime, low property values and traffic congestion will limit growth.



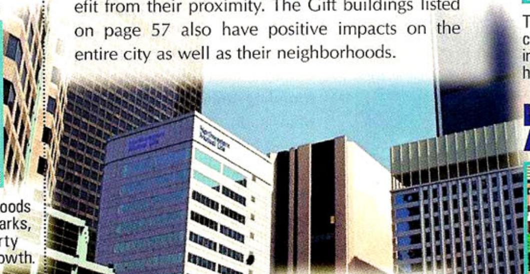
People don't like to live so far from work that they have to spend hours commuting. You have to balance good access to jobs in the industrial zones with good living conditions.

A NOSE FOR ZONES

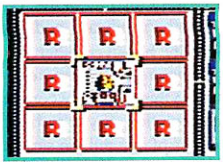
It's a good idea to have a master plan in mind when you begin laying out your first zones. If you want to end up with a huge megalopolis, position industrial zones around the perimeter of the map. Inside that, create a ring of commercial zones and place your residential neighborhood in the central area. You won't have enough money to build all the zones at once, unless you use the million dollar option, so build it a slice at a time. Build a few industrial zones near the edge of the map, then run a road toward the center of the map, placing commercial zones and residential zones as you move toward the center. The landform you choose also comes into play. When placing zones in blocks, keep the same types of zones together. Different types of zones that touch will never reach the top status.

THE MIX

It's important to recognize that every zone, building, road or park affects every surrounding piece of land. For instance, you can reduce the effects of pollution by running parks along heavily congested roads and around factories. Since different types of zones may have a negative impact on each other, it's often a good idea to leave a narrow buffer zone between neighborhoods. Buildings such as the stadium, seaport, airport and police and fire stations all have a special impact on nearby areas and the city as a whole. One seaport services the entire city, providing a boost to industry, just as one airport services a city of any size. In addition, zones close to special buildings also benefit from their proximity. The Gift buildings listed on page 57 also have positive impacts on the entire city as well as their neighborhoods.

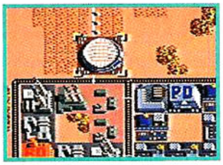


ZOO/ RESIDENTIAL



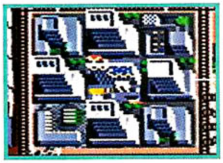
Place the Zoo in a residential neighborhood and watch the apartment buildings grow into towers.

STADIUM/ INDUSTRIAL



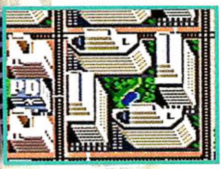
The Stadium also helps build up industrial zones, but it causes traffic problems. Run train tracks to it instead of roads.

CASINO/ COMMERCIAL



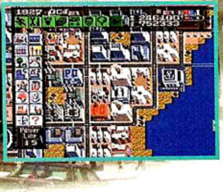
This combination helps build top commercial zones, but crime will increase. Just make sure you have the PD close by.

LARGE PARK/ ANY ZONE



Every zone benefits from having a park next door. The city also earns money from this and several other gift properties.

POLICE/ INDUSTRY



Industrial areas breed high crime rates, so place more police stations in industrial areas and keep your funding high.

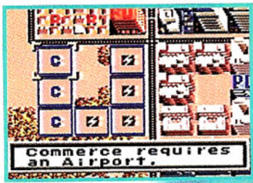
PAINS, TRAINS AND AUTOMOBILES

SimCity isn't reality. If it were, you wouldn't be able to destroy all of the roads, replace them with intraurban railways and live to talk about it. In SimCity, however, other than a periodic, whining message requesting more roads, there's no downside to this politically correct (and politically suicidal) solution. If you're bent on building a megalopolis of one million sim citizens, just don't build any roads at all. You'll cut pollution and wipe out traffic problems. If you prefer the reality of cars, however, limit the roads to the commercial and industrial zones.

CLOSED AIRSPACE

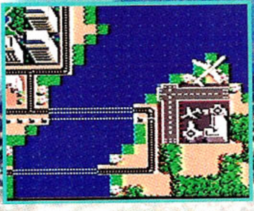
The problem with airports is that you have these heavy planes constantly falling out of the sky as they attempt to land. If you place tall commercial towers around the airfield, the landing process becomes as brutal as an obstacle course. Eventually, some planes will wind up in your SimFirst Tower, which isn't good. The commercial district requires an airport, but build the airport at a safe distance or on an island.

PLANE TRUTH


Commerce requires an Airport.

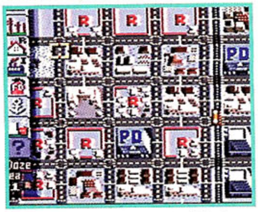
Planes crash. It happens in SimCity just as in real life. Most planes crash close to the airport upon takeoff or landing.

SAFE LANDINGS



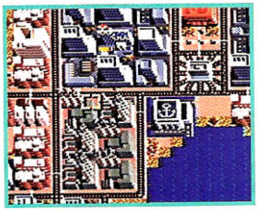
Place your airport near the water, on an island, or several spaces away from tall buildings.

GRIDLOCK



Lots of roads lead to mass gridlock. When the traffic becomes a nightmare, wake up and build mass transit.

TRAINS VS. LANES

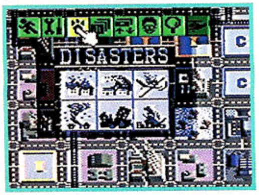


Welcome to a world with no smog or congestion. Trains beat out roads on every count.

SIM RELIEF

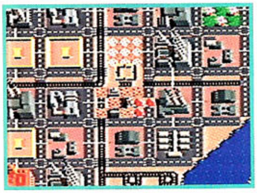
Disasters in SimCity come in two forms. The most obvious disasters involve destructive forces such as tornadoes, floods, earthquakes and monsters. The other type of disaster stems from conditions such as traffic congestion or crime. In the case of natural disasters, most damage is caused by fire. You can minimize fire damage by building several fire stations. It's even more useful to contain fires by bulldozing surrounding units to make firebreaks. Man-made disasters can be controlled by good planning.

DISASTER STRIKES



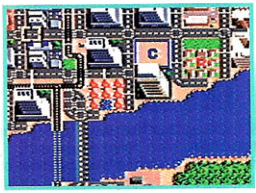
Disaster may strike your city at any time, and you can actually call up disasters in the menu. Tornadoes, floods, monsters, even UFOs have been known to attack.

FIRE



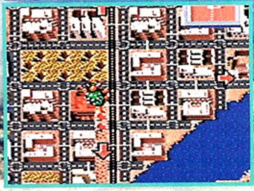
Most disasters cause fires, and the fires do most of the damage to your city. Keep your funding high for fire protection.

EARTHQUAKES



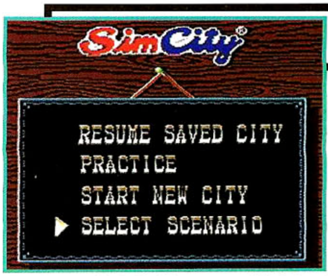
Major earthquakes destroy buildings and cause fires across the city. Fire management is your only hope.

BOWSER



When Bowser comes to town, he tends to wipe his feet on your buildings. You can't stop him— just mop up after the towering turtle.

SETTING THE SCENE



RESUME SAVED CITY
PRACTICE
START NEW CITY
▶ SELECT SCENARIO

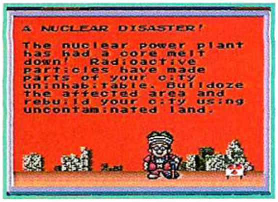
The six scenarios in SimCity present cities in imminent danger. You'll have a short period to prepare the city, then you must deal with the disaster.

SimCity includes six basic disaster scenarios and two bonus scenarios. In most cases, you must prepare your city by building up infrastructure before a natural disaster occurs. Your dollars will be limited and you'll have a limited time in which to get the city back on its feet. Build infrastructures that help your city survive, such as extra fire stations. After the disaster, your first task is to control fires, then to restore power throughout the city. Use the bulldozer to make firebreaks around fires. In man-made disaster scenarios, use the Info Screen maps to look for the worst areas of crime or traffic.

BOSTON

Boston
Nuclear
Meltdown
2010

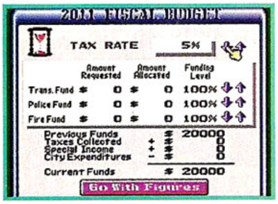
Boston is about to experience the terror of a nuclear meltdown. A portion of town will become unusable when radiation and fires spread throughout the city.



A NUCLEAR DISASTER!

The nuclear power plant has had a core melt down! Radioactive particles have made parts of your city uninhabitable. Bulldoze the affected area and rebuild your city using uncontaminated land.

Restoring power will be expensive since you just lost a major nuclear plant, but you need power to rebuild the city.



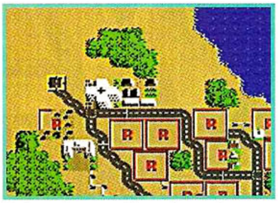
2011 FISCAL BUDGET

TAX RATE 5%

	Amount Requested	Amount Allocated	Funding Level
Trans. Fund	$ 0	$ 0	100%
Police Fund	$ 0	$ 0	100%
Fire Fund	$ 0	$ 0	100%

Previous Funds $ 20000
Taxes Collected + $ 0
Special Income + $ 0
City Expenditures − $ 0
Current Funds $ 20000

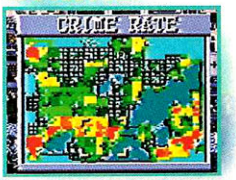
You can manipulate the tax rate to bring an infusion of people back into the city. A low 5% tax rate will encourage newcomers.



Reduce city expenditures by cutting funding rates after the disaster or eliminating excess roads or fire stations.

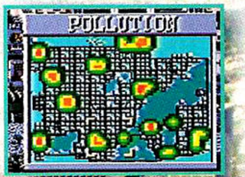
MAINTAINING ORDER

CRIME



Crime is one of the toughest problems of any big city. It may seem as if you have to build a lot of police stations, but it's worth it in order to keep property values high and people moving in.

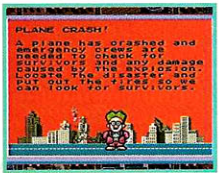
POLLUTION



Pollution is caused chiefly by cars, coal power plants and industries. Parks help reduce pollution. Eliminate some or all of your roads and replace them with train tracks. Spread your industries out and plant parks between them.

A hands-on mayor will be able to deal with problems as they arise, but you can take care in pre-planning so that your city will run smoothly even if you're away from the game. That is the ultimate challenge. Your city plan should include an efficient transportation system, which means more rails than roads. When you do use roads, keep them straight to avoid creating extra traffic jams. You also need to keep your funding levels high in case a fire starts when you are away. Make sure you build one seaport, airport and stadium only. If you need people, lower the tax rate to about 5%. For some quick cash, lower your fire coverage for one year. Chances are you won't have a fire in that time.

CRASH!!!

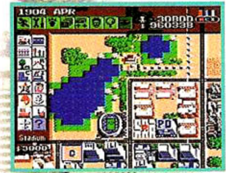


PLANE CRASH!

A plane has crashed and emergency crews are needed to check for survivors and any damage caused by the explosion. Locate the disaster and put out the fires so we can look for survivors.

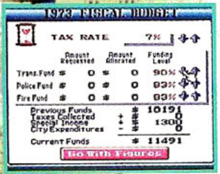
Airplanes can crash anywhere, but they usually go down near the airport. To lessen the chance of major damage, and pollution from the airport, you should build it on an island or on the map's edge.

HAPPY SIMS



Sim Citizens want to be entertained. If you build a stadium, for instance, they will come. The stadium causes traffic problems, so connect it to your rail system rather than to the roads.

ROAD WORK



1973 FISCAL BUDGET

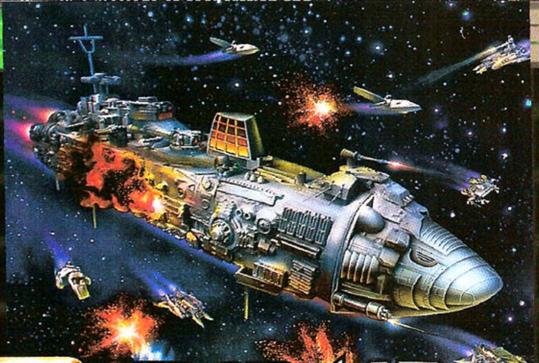
TAX RATE 7%

	Amount Requested	Amount Allocated	Funding Level
Trans. Fund	$ 0	$ 0	90%
Police Fund	$ 0	$ 0	83%
Fire Fund	$ 0	$ 0	83%

Previous Funds $ 10191
Taxes Collected + $ 0
Special Income + $ 1300
City Expenditures − $ 0
Current Funds $ 11491

If you reduce the Transportation funding on the Fiscal Budget screen, your roads and railroads will begin to decay. It's best to keep the funding rate at 100%.

The world welcomed the aliens with open arms, but the gesture of friendship was soon rewarded with slavery and suffering. Now, in Advanced Productions' one-player strategy game for the Super NES, you must defeat the planet's captors in a final bid for freedom.



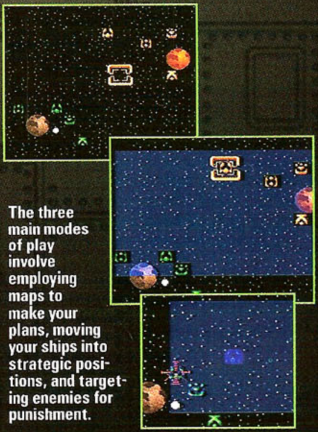
WAR 3010™

THE REVOLUTION

©1996 Advanced Productions Inc.

HOW WAR IS WAGED

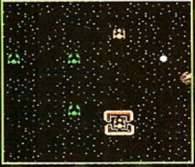
You can give your trigger finger a rest because WAR 3010 is all about tactics. Since you can only watch as the battle sequences are played out on the screen, your chances for success in each of the 16 stages are only as good as your strategy. If you move your ships wisely and exploit your enemy's strengths and weaknesses, you might end up winning the war!



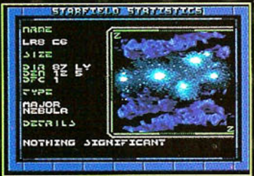
The three main modes of play involve employing maps to make your plans, moving your ships into strategic positions, and targeting enemies for punishment.

From Salvation to Slavery

In 2641, the Kyllens came to earth with a message of cooperation and peaceful coexistence. A technologically superior race, they set about solving many of the planet's most serious problems. But when people began realizing that the Kyllens' were plotting world domination, there was little that anyone could do. Now the year is 3010, and as a lone commander, you must lead a revolt against the planet's oppressors. Having captured an armada of Kyllen ships, and renaming them after mythological heroes, you are humanity's last chance against the alien menace.



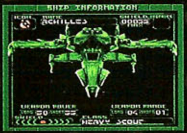
PLAYERS
SHIELDS
ENEMYS
SHIELD


STARFIELD STATISTICS
NAME
LRS C6
SIZE
DIA 87 LY
DEN 12 5
DFC 1
TYPE
MAJOR NEBULA
DETAILS
NOTHING SIGNIFICANT

KYLLEN CRAFT

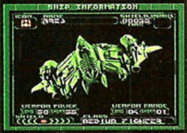
Because your forces are flying stolen Kyllen warcraft, this guide will show you the strengths and weaknesses of your own fleet, as well as those of the enemy's sizable armada.

Achilles



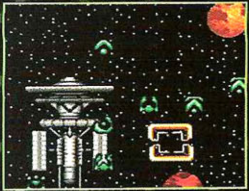
This craft has average shields and weapons. It can move long distances in a single turn.

Ares



The Ares is very similar to the Achilles, but its movement range is just slightly smaller.

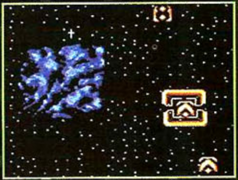
FIGHT FOR FREEDOM



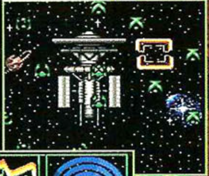
Every stage of the war has a unique objective, however they all require elimination of any Kyllen forces that your ships encounter. While your limited fleet is almost always outnumbered, you can use powerful upgrades, unusual atmospheres, and ship-building space stations to your advantage. The real secret to success is exploiting the Kyllen's simpleminded strategies. If you can predict their attack plans, you're well on your way to winning!

Engaging the Enemy

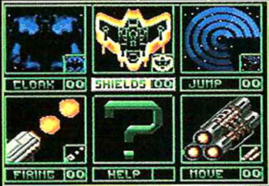
You'll begin each stage with your guerrilla forces and Kyllen ships gathered in separate sections of space. After you've consulted maps and devised a clever strategy to meet your mission objectives, you and your foes will take turns moving ships and waging war. Remember: Careful planning beats barreling into battle every time!



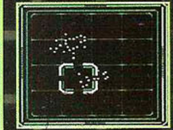
Building and Bettering Your Fleet



You may begin each stage with a limited number of ships, but space stations can be used to build more. Unfortunately, you may often be too busy fending off foes to spend much time building ships.

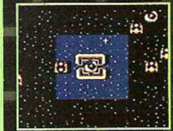

CLOAK 00
SHIELDS 00
JUMP 00
FIRING 00
HELP
MOVE 00

The Kyllen have upgrades for their ships hidden on certain planet surfaces in each stage. If you can find them, you'll be better equipped than your enemies.



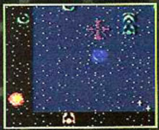
Map

Scanning the map of your sector in space lets you locate Kyllen forces, find galactic objects, and get a good sense of mission objectives.



Movement

Moving your ships is a simple matter of charting a course with a cursor. The distance a ship can move is determined by its particular design.

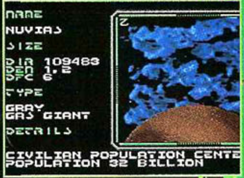


Combat

Each type of war craft has a different attack range and does different amounts of damage depending on how near or far it is from its intended target.

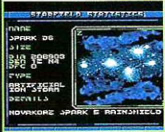
Mind Your Matters

All kinds of space matter can affect your ships' defensive capabilities. While some objects may strengthen your shields, others are definitely detrimental. Make sure that you examine every asteroid belt, nebula, and planet before you start making your battle plans.

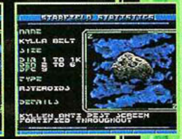


NAME
NUVIAS
SIZE
DIA 109483
DEN 1.2
DFC 6
TYPE
GRAY
GAS GIANT
DETAILS
CIVILIAN POPULATION CENTE
POPULATION 32 BILLION

Your Stellar Map can provide all the pertinent statistics you'll need to determine whether those huge hunks of matter will be beneficial or detrimental to your ships' defenses.

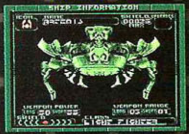


STARFIELD STATISTICS
NAME
SPARK 06
SIZE
DIA 208803
DEN 12 RA
DFC 0
TYPE
ARTIFICIAL
ION STORM
DETAILS
NOVAKORE SPARK & RAINSHIELD



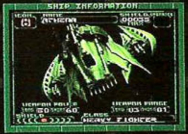
STARFIELD STATISTICS
NAME
KYLLA BELT
SIZE
DIA 1 TO 1K
DEN 3 TO 6
DFC 9
TYPE
ASTEROIDS
DETAILS
KYLLEN ANTI PEST SCREEN
FORTIFIED THROUGHOUT

Artemis


SHIP INFORMATION
ICON
NAME
ARTEMIS
SHIELD
WEAPON POWER
WEAPON RANGE
03
01
CLASS
LIGHT FIGHTER

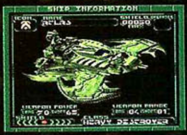
This ship has moderate weapon strength, weak shields, and the maximum range of movement.

Athena


SHIP INFORMATION
ICON
NAME
ATHENA
00055
MAX
WEAPON POWER
50
60
WEAPON RANGE
03
01
SHIELD
CLASS
HEAVY FIGHTER

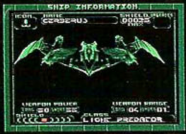
While the Athena's weapons and shields are fairly strong, this starship is a bit slow.

Atlas


SHIP INFORMATION
ICON
NAME
ATLAS
00050
MAX
WEAPON POWER
70
65
WEAPON RANGE
04
01
SHIELD
CLASS
HEAVY DESTROYER

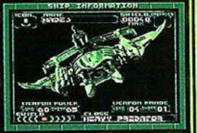
With terrific firepower and defensive capabilities, the Atlas is a fine addition to your fleet.

Cerberus


SHIP INFORMATION
ICON
NAME
CERBERUS
00025
MAX
WEAPON POWER
50
WEAPON RANGE
04
01
SHIELD
CLASS
LIGHT PREDATOR

The Cerberus has moderate weapons, better than average movement, and less than stellar shields.

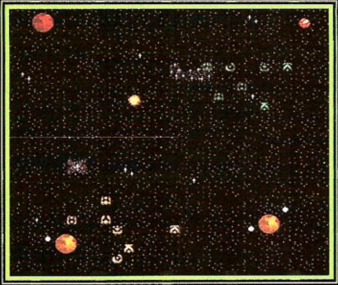
Hades


SHIP INFORMATION
ICON
NAME
HADES
00040
MAX
WEAPON POWER
60
65
WEAPON RANGE
04
01
SHIELD
CLASS
HEAVY PREDATOR

The Hades has very good shield and weapon strengths but only a mediocre range of movement.

STARSHIP STRATEGY

There are 16 galaxy-spanning missions in War 3010, and every ship in your fleet will play a vital role in the conflict. We've mapped out strategic plans for five of the most grueling scenarios. Warp speed and good luck!

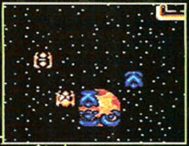


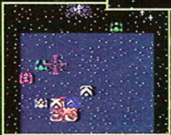
MISSION 3

Kyllens on the Attack

Blockade the Planet

The Kyllens' objective is to secure the planet. If just one ship lands, they'll win, regardless of how many ships are left on either side. Form a defensive perimeter around the planet and wait for the enemy attack. You can stagger your ships to create a crossfire or leave some ships back to plug any holes in your line.

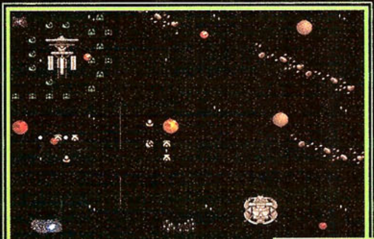




Keep the line close to the planet, and don't let any enemy ships slip around your flanks.

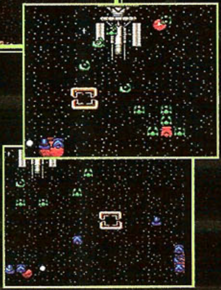
MISSION 6

Rebels Battle Back



Hide in the Asteroid Field

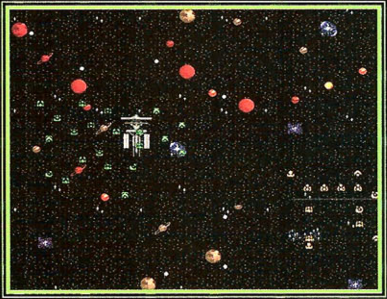
Your mission is to dock two ships at the space station. Send two fast ships to the left of the station as decoys and take the rest of your fleet into the asteroid field. As the Kyllens chase the decoys, you can move in and launch a surprise raid.



If the battle goes too long, you can dock with the refueler ship for some quick repairs.

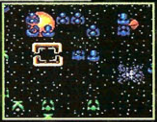
MISSION 9

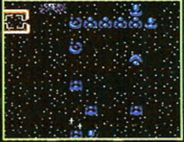
Rain Down Destruction



Death From Above

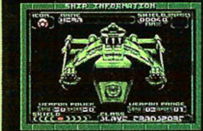
Once again, your target is a Kyllen space station. Move your fleet to the planets above the station. You'll have better defensive capabilities while in orbit, and you'll be able to attack before the Kyllens can get organized.





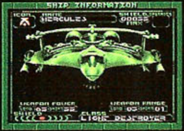
Let your smaller ships bear the brunt of the initial attack. Save your heavy fighters for later.

Hera


SHIP INFORMATION
ICON
NAME
HERA
SHIELD
MAX
WEAPON POWER
WEAPON RANGE
CLASS
SLAVE TRANSPORT

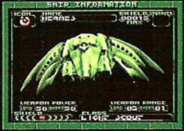
The Hera has mostly average abilities except for its above average range of movement.

Hercules


SHIP INFORMATION
ICON
NAME
HERCULES
SHIELD
MAX
WEAPON POWER
WEAPON RANGE
CLASS
LIGHT DESTROYER

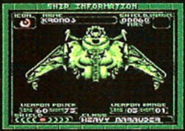
This ship's long-range weapon strength makes it one of the fleet's most formidable fighters.

Hermes


SHIP INFORMATION
ICON
NAME
HERMES
SHIELD
MAX
WEAPON POWER
WEAPON RANGE
CLASS
LIGHT SCOUT

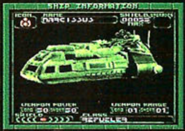
While its shields are horribly weak, the Hermes has a truly remarkable range of movement.

Kronos


SHIP INFORMATION
ICON
NAME
KRONOS
SHIELD
MAX
WEAPON POWER
WEAPON RANGE
CLASS
HEAVY MARAUDER

The Kronos has excellent shields and short-range weapons, but it can move only at a crawl.

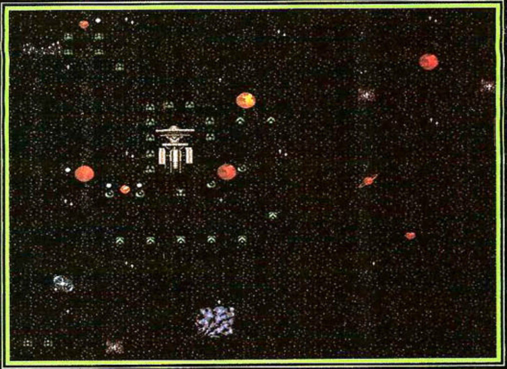
Narcissus


SHIP INFORMATION
ICON
NAME
NARCISSUS
SHIELD
MAX
WEAPON POWER
WEAPON RANGE
CLASS
REFUELER

The Narcissus has only average shields and medium weapons, but it moves at a rapid rate.

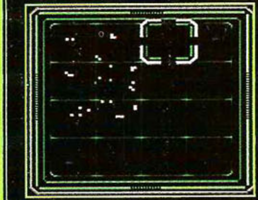
MISSION 12

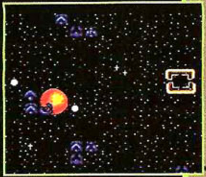
Launch an All-Out Assault



Teamwork is the Key

Organize your fleet into teams of three to four ships, mixing fighters, destroyers and scouts. Surround the Kyllen fleet and the station. Give each team a specific target and don't attack until all units are in position.

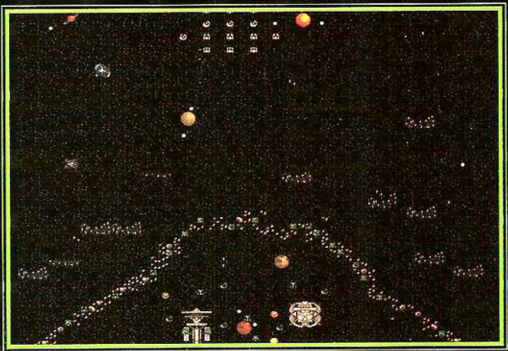




Each team should concentrate on their primary target. The Kyllens will let you fire first, so make it count!

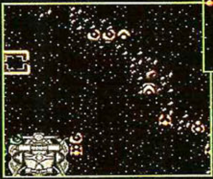
MISSION 16

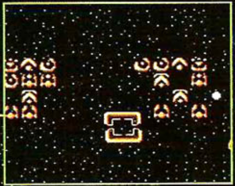
A Long and Furious Fight



Strength in Numbers

The Kyllen stronghold is protected by a large asteroid belt. Your only chance is to concentrate your forces. Group your entire fleet together and secure the right side of the asteroid belt, then head inside the perimeter



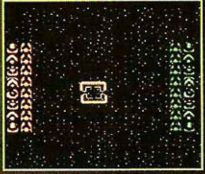


Once you've destroyed the Kyllen defenses in the belt, use the refueler to repair your fleet before the final battle.

Bonus Battles

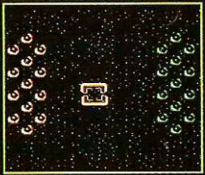
If leading a galactic rebellion is wearing you down, take a break with these secret bonus games. The passwords to these games are hidden in two planetary information files. Do a background check on all the planets in Missions 9 and 16 and check their files closely.

Chess



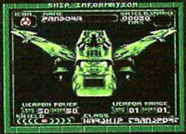
Although this space-age game of chess isn't played in the traditional way, it's still a real challenge to win.

Checkers



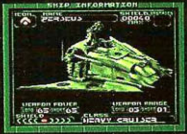
Since you and the Kyllens have exactly the same number and style of warships, strategy is key to winning.

Pandora


SHIP INFORMATION
ICON
NAME
PANDORA
SHIELD
WEAPON POWER
WEAPON RANGE
CLASS
WARSHIP TRANSPORT

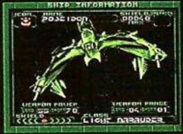
The Pandora's strong weapon and shield systems are complemented by its ability to book.

Perseus


SHIP INFORMATION
ICON
NAME
PERSEUS
SHIELD
WEAPON POWER
WEAPON RANGE
CLASS
HEAVY CRUISER

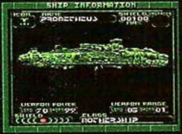
A fine long- and short-range fighter, the Perseus is hobbled by its slow rate of speed.

Poseidon


SHIP INFORMATION
ICON
NAME
POSEIDON
SHIELD
WEAPON POWER
WEAPON RANGE
CLASS
LIGHT MARAUDER

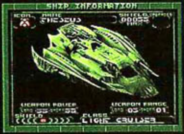
Although it can't fight at a distance, it has strong short-range weapons and decent shields.

Prometheus


SHIP INFORMATION
ICON
NAME
PROMETHEUS
SHIELD
WEAPON POWER
WEAPON RANGE
CLASS
MOTHERSHIP

It moves like a slug, but the Prometheus has shields and weapons that are simply out of this world.

Theseus


SHIP INFORMATION
ICON
NAME
THESEUS
SHIELD
WEAPON POWER
WEAPON RANGE
CLASS
LIGHT CRUISER

The shields, weapons and movement range of the Theseus make it a weak choice.

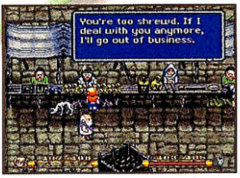
STRATEGY

SECRET of EVERMORE

Dark and deep are the many secrets of Evermore. After nearly a year on the charts, Secret of Evermore still ranks in the top 10 games that players ask us about. In response to the continuing flood of questions, we'll take another swing through this amazing imaginary landscape.

WHEELING & DEALING

We've talked a lot in past issues about the Nobilia Marketplace, and some players have managed to drive some very hard bargains with the vendors. We offer a word of caution, though, about the man who sells Annihilation Amulets. Don't talk to him unless you're absolutely ready to make a deal. If you start talking to him but then change your mind about buying, you can't back out without insulting him, and he won't deal with you ever again. If you only need a few amulets, you can talk him down to three in exchange for a single bag of rice. As in the previous situation, though, once the transaction is complete, he won't deal with you ever again. If you want a ready supply of amulets, you'll have to pay full price.



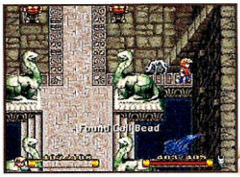
You're too shrewd. If I deal with you anymore, I'll go out of business.

You might wheel and deal yourself into a jam if you're careless.

Keep in mind that you can use amulets as partial payment in the Ivor Tower Marketplace for the Gold-plated Vest, Dragon Helmet and Magician's Ring.

What a Bargain!

The Nobilia Marketplace is a treasure trove of fabulous baubles, but the best bargain is just a few steps away. Call Beads and the Call Up formula give you access to the powerful magic spells of the four leaders of Evermore. Call Beads are rare, and the Meteorite ingredient for the Call Up formula is even rarer, so players have found it difficult to build their magic skill levels, and the spells never seemed particularly useful. There is, however, an endless supply of beads at the entrance to Nobilia Castle!



Found Call Bead

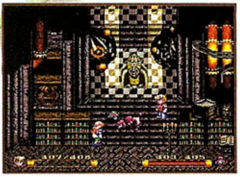
This is one treasure few have been lucky enough to find.

Six dragon statues guard the walkway that connects the town square and the castle gate. Walk up the path and turn right, just past the last dragon statue. Walk right to the wall and stand in the little space between the corner of the building and the pond. Use the Search command to pick up a Call Bead. You can pick up as many as you like, and there will be more waiting for you if you return.

Rocket Parts

As it does in any adventure game or RPG, a good portion of Secret of Evermore revolves around retrieving all sorts of items, necessary or not. Many players have been asking about the lone treasure chest at the top of the Volcano. This chest holds the Gauge, one of the items Tinker needs to construct his Rocket. After he gives you the Windwalker, walk back up the Volcano Path. When the geyser boosts you up to the summit, you'll land on the same ledge as the chest.

Besides the Gauge and the Diamond Eyes (which we covered in Volume 80), you'll also need the Wheel to complete Tinker's Rocket. To find it, go back to the Big Bug in the southeast corner of Bugmuck Swamp, the same place you went to look for Strong Heart. Defeat Coleoptera, concentrating your attacks on his Heart, rather than his Claws. He'll leave behind a cocoon. Slice it open to reveal the Wheel.



Once completed, the Rocket will blast off for Omnitopia.

Chocobo Egg

Moving on to some of the Charms, the Chocobo Egg, which increases your maximum hit points, can be bought in the Ivor Tower Marketplace for nine Perfume Bottles and nine Beads. You can also get one by buying an Annihilation Amulet from a man in Crustacia. Once you defeat Mungola in Ivor Tower Castle, the egg trader will pack up his wares and leave for parts unknown. You can trade the Chocobo Egg for the Magic Gourd in the Nobilia Marketplace, but despite the gourd's reputation as an object of great power, it's actually worthless!

If you're not careful, the egg trader will slip away.

Caveat Emptor

Most epic games offer a steady stream of bigger and better items, weapons and armor as you progress, but you really have to remember the saying, "buyer beware," when you're in Evermore.

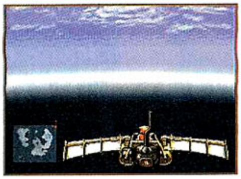
Besides the Magic Gourd, there are other much-hyped but ultimately disappointing items, including the Insect Incense, Ruby Heart and the Gloves of Ra. The incense is supposed to repel mosquitoes and spiders, while the Ruby Heart is supposed to decrease your enemies' hit percentage when your hit points are low. Neither works as well as advertised. You're better off keeping the Moxa Stick, which increases the effectiveness of your healing potions, rather than trading it for either of these things. As for the gloves, they have a defense rating of +26 and are just not worth the price.

The makers of the Ruby Heart may be guilty of false advertising!

Cautionary Tales

You have the freedom to go where you will in the land of Evermore, but there are dangers in wandering aimlessly. We've told you before about how you can become trapped in the Great Pyramid if you're not careful, and Ivor Tower Castle holds a similar fate for adventurers that are perhaps a bit *too* clever.

A few enterprising players have found a way to sidestep the normal sequence of events and get into Ivor Tower Castle without battling the Verminator. While you may avoid one hazard, you'll end up in an even worse situation. Once you conclude your business in the castle and try to exit, you'll become trapped in a room filled with wooden crates, which is actually the Verminator's lair. Unfortunately, the only way to get out of this mess is to reset the game and start over from your last save point. So even if you avoid the battle, the Verminator will get his revenge!

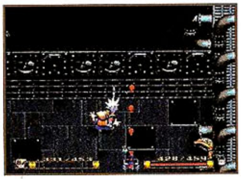


Don't become a victim of the "Evermore Triangle!"

There's another quirk in the game that may cause you to lose the Windwalker. If you land the Windwalker in the upper right corner of the map screen (it's an area in the middle of the ocean), you may find yourself appearing back at Tinker's launchpad minus your aircraft. Once again, there's no way to set things right once this happens, and you'll have to start over from a previous save point. These situations serve as a reminder of the one thing we often forget to do after the heat of battle or in the thrill of exploration: save, save and save again!

The Final Conflict

Most of the last portion of the game involves solving puzzles and gathering various items and weapons throughout Omnitopia and Ebon Keep. You'll go along for quite a while without battling major enemies, but you should keep up with your weapons training because, believe us, the final battle will be a biggie!



Stock up on ammo and ingredients before the final battles.

Once you retrieve the Energy Core from the second Chessboard Path, return to the Junkyard and activate the computer. You'll walk up to the teleporter and be transported to the battle site automatically.

Your first foes will be the Speakers and Fans. The blasts from the Fans will keep you from getting too close, so be sure to have a powerful spear with you. Cryo Blast shells (which are fired from your Bazooka and can be bought in the Merchant Sector) are also very effective against these blowhards. The Speakers have 1,000 hit points each, while the Fans are rated at 2,500 hit points.

Barrier and Energize will be your most useful formulas.

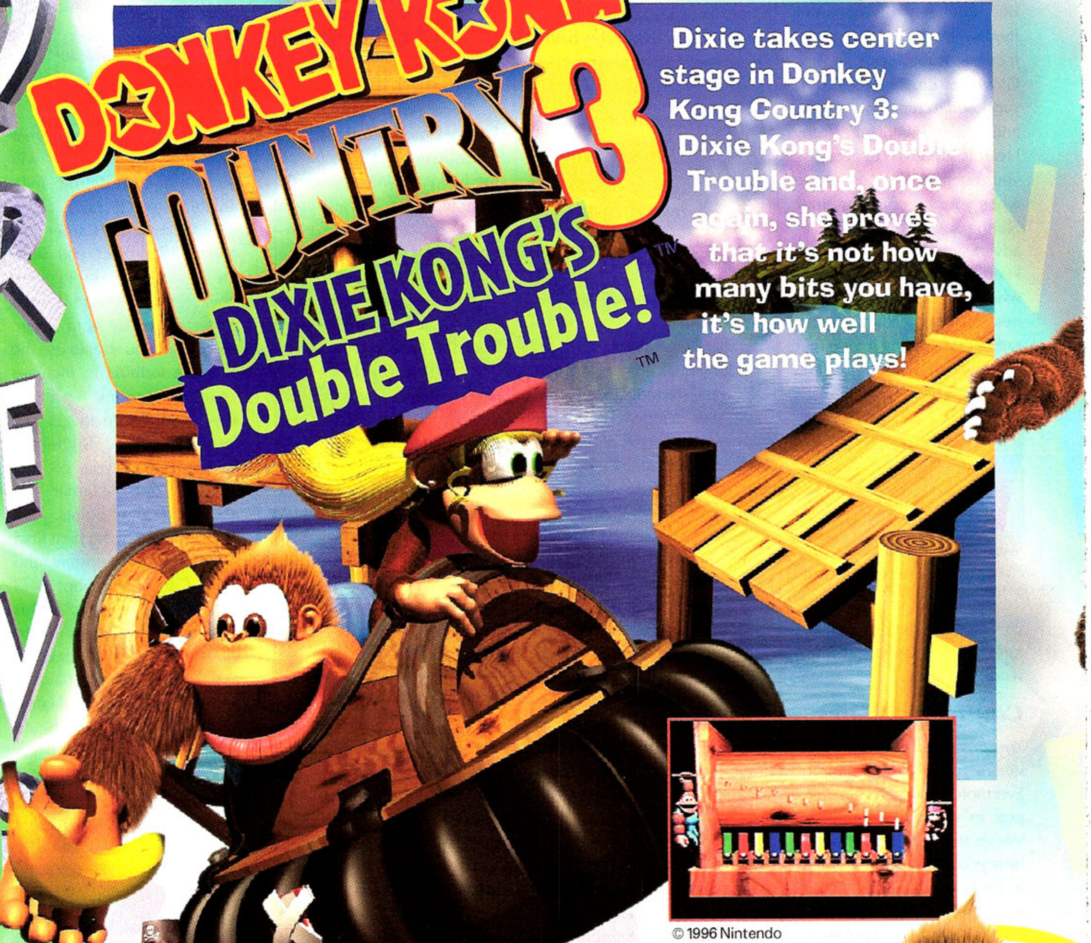
After you defeat the Speakers and Fans, walk up and flip the switches. A swarm of enemies, including Raptors and Eyes of Rimsala, will appear and attack you at random. Once they've been cleared out, Bad Boy and Dark Toaster will make a grand entrance. There's no special strategy to terminating your evil clones, but now would be a good time to use all of those extra Call Beads you picked up in Nobilia. Bad Boy has only about 800 hit points, but Dark Toaster has a whopping 10,000 hit points!

After Bad Boy and Dark Toaster are history, you'll encounter another wave of minor enemies, then Magmar will step in. His attacks will be more devastating than anything you'll have faced thus far, but the Barrier formula will protect you from the worst of it. In general, your attack formulas will work better than your magic spells, and you should use the Energize formula to increase your weapons' attack strength. Be sure to get this formula from Ruffleberg Professor after you get the Energy Core. Magmar has about 25,000 hit points.

You'll next be hit by a final wave of minor monsters, and then Carlton's Robot will come into view. This mechanical menace is impervious to most attack formulas and spells, so you'll have to rely on your trusty sidearms to win the day. You should concentrate your fire on the robot's sides, since he'll shoot straight downward. Another key tactic is to move your dog to the upper left ledge. The robot can't follow him, but your dog can shower him with laser fire. Make sure the boy's hit points are high before you switch to the dog. If you manage to whittle down the robot's 30,000+ hit points, ultimate victory will be yours!

The Disrupt formula may slow down the robot's responses and help give you a fighting chance.

DONKEY KONG COUNTRY 3
DIXIE KONG'S Double Trouble!™

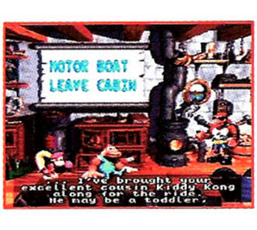


Dixie takes center stage in Donkey Kong Country 3: Dixie Kong's Double Trouble and, once again, she proves that it's not how many bits you have, it's how well the game plays!

© 1996 Nintendo

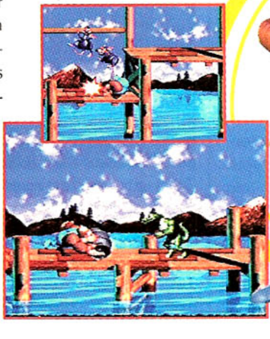
The New Banana

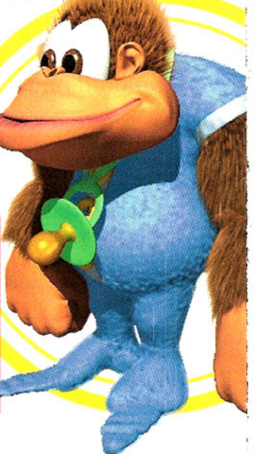
DKC3 cranks the Kong series up another notch on the game post. Dixie returns with her full complement of simian super powers, while new second banana Kiddy Kong will be able to break through floors and roll along the ground like a barrel. Together with several enhanced "team" abilities, these new features will open up all sorts of exciting and unpredictable game play possibilities!



MOTOR BOAT
LEAVE CABIN

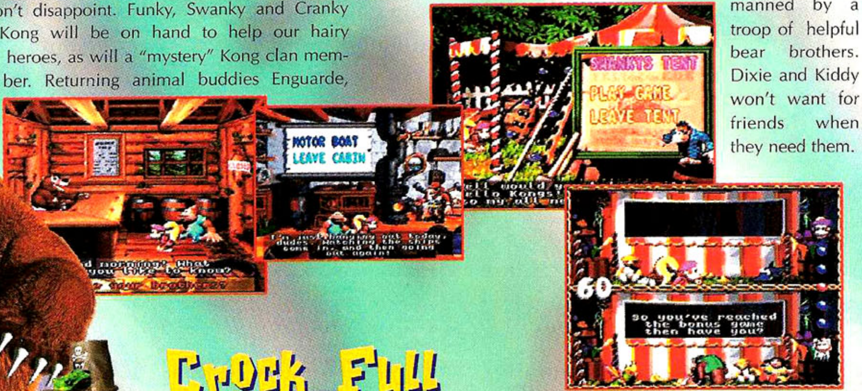
I've brought your excellent cousin Kiddy Kong along for the ride. He may be a toddler.





Helpers and Hangouts

No DKC adventure would be complete without a large supporting cast, and this installment won't disappoint. Funky, Swanky and Cranky Kong will be on hand to help our hairy heroes, as will a "mystery" Kong clan member. Returning animal buddies Enguarde, Squawks and Squitter will be joined by an as yet unnamed elephant and bird, and new shops and stopovers will be manned by a troop of helpful bear brothers. Dixie and Kiddy won't want for friends when they need them.



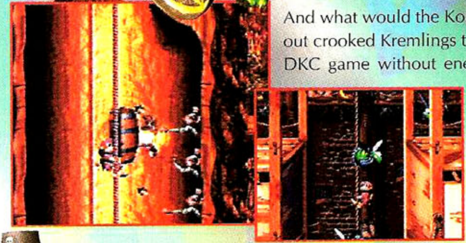
d morning! What you like to know?

I'm just hanging out today, dudes. Watching the ships come in, and then going out again!

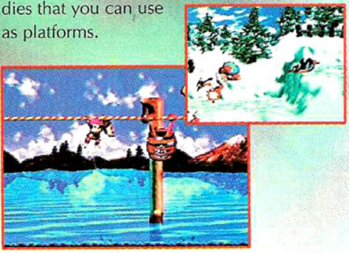
ell would y ello Kongs! o my all ne

So you've reached the bonus game then have you?

Crock Full of Krems

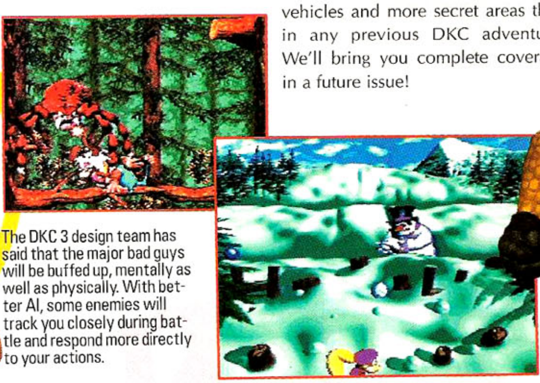


And what would the Kong clan do without crooked Kremlings to battle? Since a DKC game without enemies would be no game at all, the Kremlings will be fielding a squad of seasoned veterans and formidable rookies in their quest to be the best of the bad. New enemies include Krem robots, Krem twins, several new undersea irritants and bird baddies that you can use as platforms.



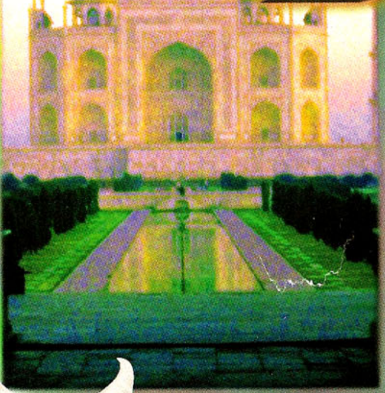
Bigger & Better

We've seen only an early prototype, so we can't confirm the exact plot, and some elements may change. We do know, however, that there will be new bonus games, new vehicles and more secret areas than in any previous DKC adventure. We'll bring you complete coverage in a future issue!



The DKC 3 design team has said that the major bad guys will be buffed up, mentally as well as physically. With better AI, some enemies will track you closely during battle and respond more directly to your actions.

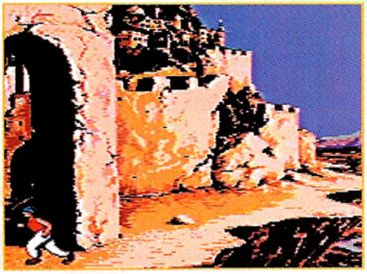
Prince of Persia 2™

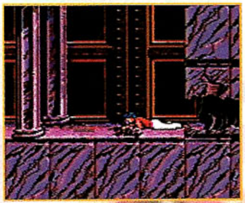


This fall, Titus sends you back to Persia's opulent past for a royal reckoning on the Super NES.

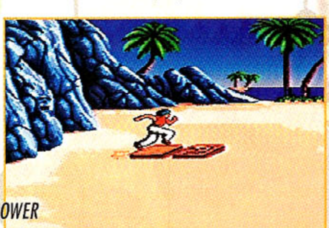
©1995 Psygnosis
©1995 Titus

Play in Persia



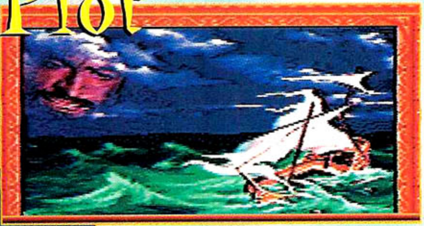


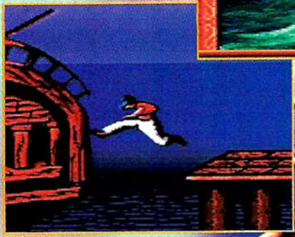
Already a popular game for the PC, Prince of Persia 2 is sure to please Super NES players. While the game sticks to a traditional side-scrolling format, the highly-detailed graphics and finely-tuned play control give it an edge over many of the games in this genre. Even if you're one of those choosy gamers who isn't easily impressed by pretty graphics, we think you'll be pleasantly surprised by this Pak's challenging play. This month, we're giving you a quick look at a one-player game that's tailor-made for ace players.

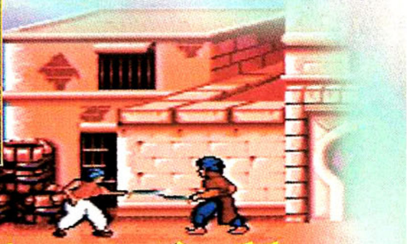


A Princely Plot

The adventure begins in Persia's distant past, when the Prince awakens one morning to find that an identical imposter has taken his place! Although the Prince can see that his doppleganger is actually the dastardly Jaffar, the entire palace (including the Princess) is under a spell that makes the Prince appear to be a petty thief. Pursued by guards, the Prince flees the palace and sets off on foot through Persia's burning sands, dangerous dungeons, and trap-laden temples in an attempt to regain his status and exact retribution on the fiendish Jaffar.

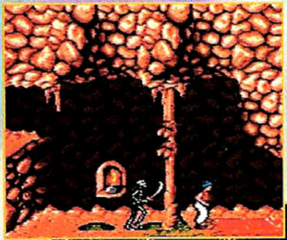


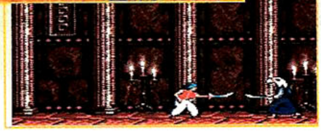




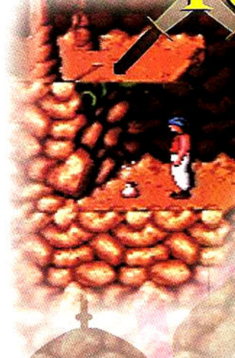
Perils and Pitfalls

Armed only occasionally with a simple scimitar, the Prince will face numerous enemies on his long journey through ancient Persia. Palace and temple guards will try their best to cut his game short, while more ominous creatures like snakes, ghouls, and skeletons are even greater obstacles to the Prince's success. As if all that wasn't enough, the game is chock full of perils, pitfalls and booby traps, with almost every misstep resulting in pain and misery for the Prince.





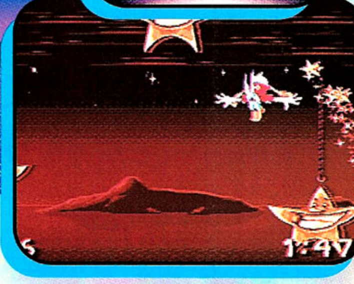
Powerful Potions



Because it's hard to finish a stage without doing some major damage to the Prince's health, you have to rely on powerful potions to get you through the game. One of the potions gives the Prince a quick pick-me-up, and another potent elixir gives the Prince the power to glide down great distances without sustaining any damage. Unfortunately, some of the brews you find are far from beneficial. There's nothing more frustrating than downing a potion that you hope will boost your health, only to end up with a mouthful of bitter poison.

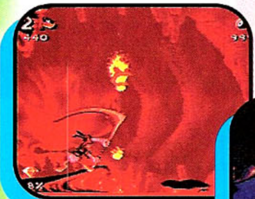
Donald Duck is headed to Hawaii, but he's not on vacation—he's on the hottest case in the tropics.

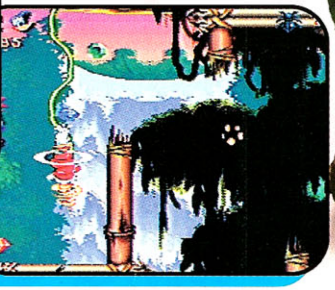
MAUI MALLARD™



ALOHA, AND WELCOME TO MAUI!

Disney's undeniably cool Donald Duck turns Private Investigator in a soon-to-debut Super NES platform game that takes him to the Hawaiian Islands. As a P.I. known as Maui, he's tracking down the tropical isle's missing sacred tiki. Using a blaster and some impressive ninja skills, Maui makes his web-footed way through a haunted mansion, a village of native Muddrakes, and even a watery underworld to win back the island's idol. The action is fast-paced, the graphics are great, and the game play is entertaining. While we can show only a few shots from Maui's upcoming case, they show that Maui is a player's paradise!





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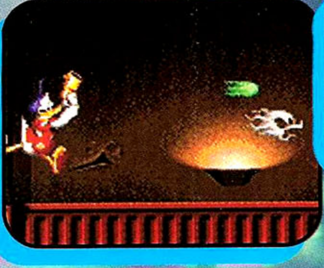
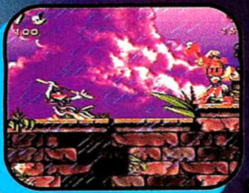
TWO BIRDS OF A FEATHER

After the game's first level, players can use two different versions of Donald Duck. The first is Maui the duck detective, who comes equipped with swimming and vine-climbing skills as well as a blaster for beating baddies. The second is Maui the ninja master, who uses a big bamboo rod for swinging, climbing narrow passages, and knocking enemies on the noggin.



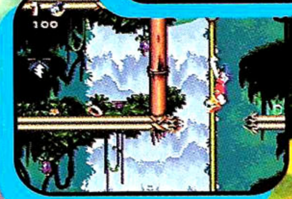
Maui P.I. can climb vines with ease, blast the baddies from a distance, and use his pistol for propulsion underwater.



Ninja Maui can use his bamboo nunchaku to swing across obstacles, bop bad guys up close, and brace himself when climbing.

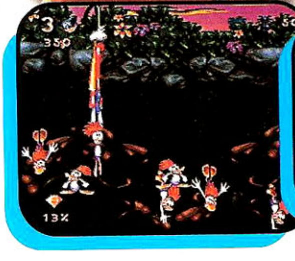
MYSTERIOUS MAUI

More than just a simple search for a sacred tiki, Maui Mallard is adventure through mysterious locations where dangers can quickly de-feather the duck detective. Starting in a creepy mansion, Maui takes off on a journey that will lead to training in ninja gymnastics, bungee jumping through a thorny jungle, swimming through a sunken ship, and descending into a surreal underworld where the bad ducks go when their earthly existence ends. With all the challenges that he'll face in every level, Maui may want to reconsider island living and move back to the mainland!



PERILS AND PITFALLS IN PARADISE

The look of each level is not the only thing that changes dramatically in Maui Mallard. In fact, all the obstacles and enemies are distinctly different in almost every stage of the game. For example, in one stage Maui may have to fight the native Muddrakes, who use blow darts, boomerangs, and razor-sharp yo-yos, and in the next, he'll head underwater where spiny fish, fireball-throwing pirates, and even a ferocious current can dole out damage to the fast-paddling duck. As you might've guessed, the island's tropical environment can be just as diverse and hazardous as the enemies that Maui encounters. For Super NES owners who have been waiting for a super-fun platform game, the wait is over. Maui Mallard is on the case!



COUNSELORS' CORNER

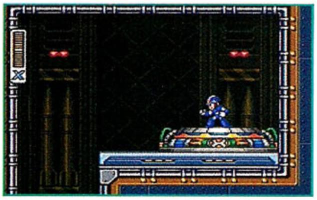
MEGA MAN X3

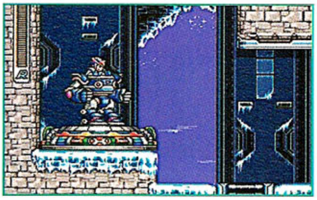
Super NES

HOW DO I USE THE ROBOT RIDE PLATFORMS?

Jerry Hicks

Robot Ride Platforms are found in all the stages in the game except the Tunnel Rhino Stage. Marked with an "X," these platforms wrap a powerful suit of armor around Mega Man. You cannot use the Robot Ride Platforms until you find the Chimera Robot in the Blast Hornet Stage. After you find Chimera, jump up on the platform and activate the Robot Armor menu. Highlight the desired armor and lock in your selection.

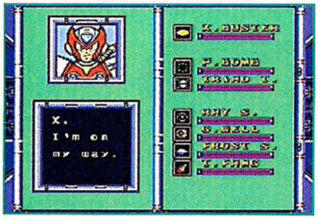

You cannot activate a Robot Ride Platform and wear special armor until you locate the Chimera Robot. Look for him in the Blast Hornet Stage.


After you find the Chimera Robot, stand on any Robot Ride Platform and pick your armor. Your menu options increase as you explore the game.

HOW DO I GET ZERO BACK?

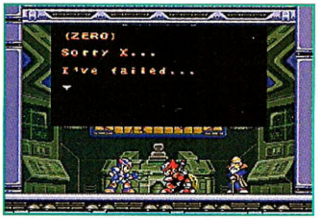
Zero has only one life, so if you lose him, you cannot call for his assistance unless you use an old password. If you've never called Zero before, press the Start Button to pause your game, then press the R Button to activate the Communication Panel. If you press the Start Button one more time, Zero will warp to your location. Although Zero won't fight any of the Maverick Bosses, he can collect items in every stage in the game. You can switch back to Mega Man at any time, but once you do, you won't be able to call Zero again until you complete the stage.

Zero is happy to collect items for you, but he'll leave the big fights for the Blue Bomber.



X.
I'm on
my way.

To request Zero's assistance, select the Communications Panel and press Start.


(ZERO)
Sorry X...
I've failed...

Unlike Mega Man, Zero has one life to give to his country, so if you lose him, he's gone for good.

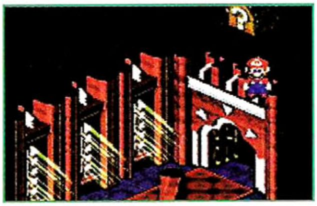
Super NES

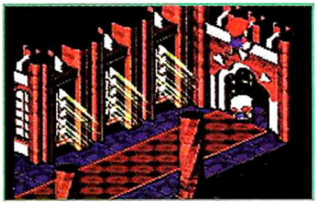
SUPER MARIO RPG

HOW DO I GET THE MUSHROOM CASTLE TREASURE BOX?

Kimberly Montoya

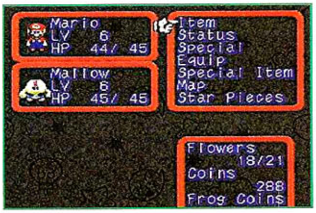
Many players realize late in the game that they are missing the treasure box from the Mushroom Kingdom Castle. The only time you can reach the chest is at the beginning of the game, when Toad is walking through the room to talk to the Chancellor. Hop off Toad's springy hat to reach the chest. Toad is the only character in the castle that gives Mario enough altitude to grab the treasure.


You can reach this high treasure box while Toad is on his way to visit the Mushroom Chancellor.


Bouncing off Toad's hat adds a spring to Mario's leap that you won't get any other way.

HOW DO I DEFEAT BELOME?

Four-eyed Belome resides in the Kero Sewers. Mario and Mallow should be at least to level six before they take on this spell-casting, Mallow-munching baddie. Let Mario swing his Hammer while Mallow casts Thunderbolt. Use Defense or a Special Attack if you're turned into a scarecrow. If Mallow is getting chewed up, keep Mario's hit points above 20. If you survive Belome's spells and swallows, the big lug will soon be swept away.

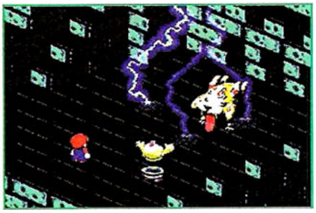

Mario
LV 6
HP 44/ 45

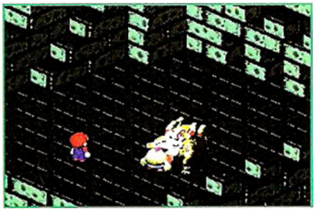
Mallow
LV 6
HP 45/ 45

Item
Status
Special
Equip
Special Item
Map
Star Pieces

Flowers 18/21
Coins 288
Frog Coins

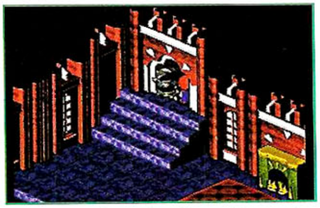
Raise your characters' levels to at least six before mucking it up with big, bad Belome.

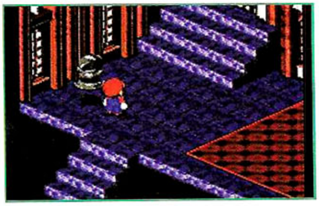

While Mallow unleashes a Thunderbolt spell, Mario should use his Hammer on Belome's head.

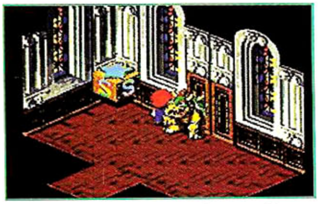

If Belome decides to chew on Mallow, concentrate on keeping Mario's hit points above 20 .

HOW DO I BREAK DOWN A DOOR?

It takes teamwork to break down Marrymore's barricaded doors. A door collapses when you and your partner (either Snifit 1 or Bowser) hit it at exactly the same moment. The trick is timing and location. Try to start your charge at the exact moment your partner makes for the door. Your bashing buddy is always crashing into the left side of the padlocked portal, so make sure you're hitting it on the right side. The fine art of door bashing requires practice, so don't be disappointed if it takes more than a few attempts before you pick up your degree from the school of hard knocks.


You can break down a door if you and your partner hit it at exactly the same moment.


Timing is key to a breakthrough, so make your run coincide with your partner's charge.


You'll be left frustrated if you charge on the wrong side of your partner. Stay to the right.

Super NES

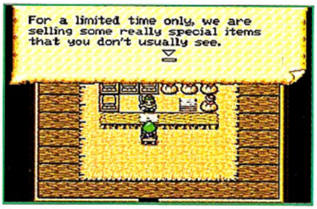
UNCHARTED WATERS: NEW HORIZONS

WHERE IS THE BLACK MARKET?

Yvonne Rowan

A few unusual weapons and treasures are sold in port item shops around 2:00 a.m. Black market items are never cheap, and you won't find them in any shop during the daylight hours. Most black markets carry similar items, like the Crusader Armor, but some shops in remote regions run special deals for their evening customers. Look for the Crusader Sword in Timbuktu.

Every item shop has a secret, but if you want to shop around, you need to wait until 2:00 a.m.

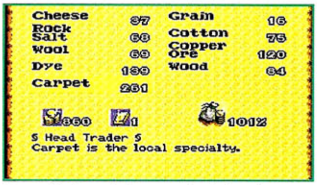

For a limited time only, we are selling some really special items that you don't usually see.

Not all black market shops are identical. The shop in Timbuktu carries special merchandise.

WHAT ARE THE BEST TRADE ROUTES IN EUROPE?

You can follow the strategy of buying low and selling high, but there are a few sure deals within the European markets. One triangular route is to sell Lisbon's rock salt in Bordeaux and then buy wine. Sail to London and sell the wine to buy wool, then return to Lisbon to sell the wool to buy more rock salt. Other short routes include selling Istanbul's carpets in Athens in exchange for art, then returning to Istanbul to sell the art for more carpet. You can also try selling Athens' art in Kaffa and use the money to buy Kaffa's iron ore to sell back to Athens.

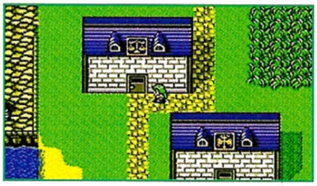
When starting out, look for short trade routes that don't exhaust your expensive food stores.


Cheese	87	Grain	16
Rock Salt	68	Cotton	75
Wool	69	Copper Ore	120
Dye	189	Wood	84
Carpet	261		

860 1 10112

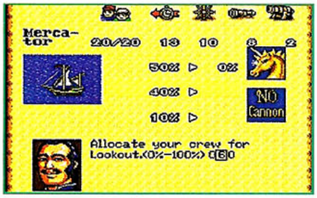
$ Head Trader $
Carpet is the local specialty.

Try trading Istanbul's carpet for Athens' art, then return to Istanbul and buy more rugs.


You can also sell Athens' art in Kaffa and use the proceeds to buy Kaffa's ore to sell in Athens.

HOW DO I DISCOVER NEW ITEMS?

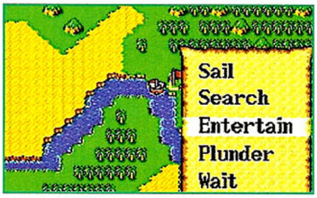
New Horizons has 98 items to discover, but only 50 of the items are randomly selected for a scenario. Buy a telescope and assign a majority of your crew to Lookout duty. The extra eyes increase your chances of catching every detail on the horizon. Scour isolated islands and explore the source of major rivers. All villages have secrets. When you happen upon a new village, land there and use the Search command. Depending on your hero's intuition and luck, you might find an item as soon as you touch shore. If you don't find anything, try Entertaining the villagers to increase their trust and cooperation, then Search again. When the villagers trust you enough, they'll show you a local secret.



Allocate your crew for Lookout.(0%–100%) 0[5]0

When looking for new discoveries, assign a large contingent of men to the lookout posts.

While a few villages are scattered along the shorelines, most are found inland on rivers.



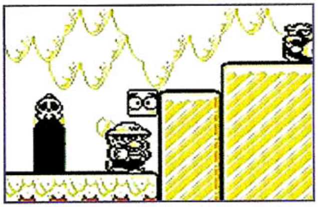
Search the villages you find and, if you don't find anything, Entertain the inhabitants with food.

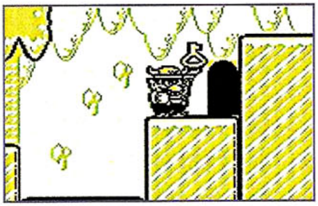
WARIO LAND

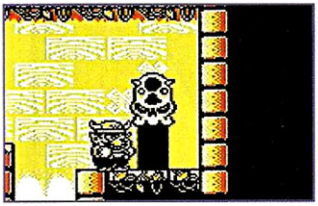
Todd Buechele

WHERE IS THE TREASURE IN LEVEL 16?

You have to be a big Wario to open the Treasure Room in Level 16. Break open the Face Block just to the right of the stage start and take the Key. Carry the Key to the right until you reach the second group of four cracked blocks. You can smash the blocks by executing Wario's Body Slam—press left or right on the Control Pad while tapping the B Button. After you smash the blocks, you'll see a door. Enter the door and carry the Key to the right, across the gaps and icy ledges, until you reach the Treasure Room Door. Use the Key on the Door and grab the treasure inside.

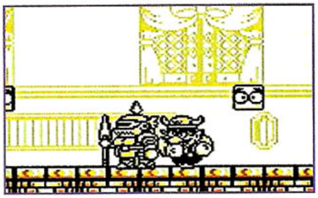

Uncover this Key by smashing the Face Block just to the right of the beginning of Stage 16.

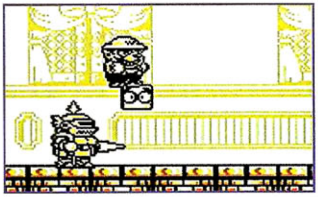

Big Wario must shatter the second set of four cracked blocks to find this hidden door.


Enter the hidden door and walk right across the gaps until you reach the Treasure Room Door.

HOW DO I DEFEAT THE KNIGHT IN SYRUP CASTLE?

The key to defeating the Knight in Syrup Castle is to hit him from behind. Stand on the blocks in the room and wait for the Knight to pass, then jump down and throw a 10 Gold Coin or execute a Body Slam. When the Knight gets back on his feet, he'll charge across the screen. Wait until the Knight tires and slows back down, then sneak up on him and hit him again. Stun the Knight three times to defeat him.


You can find a chink in Syrup Castle's Knight if you hit him from behind. You can toss a 10 Gold Coin at him or pound him with a Body Slam.


After the Knight is stunned, he'll get back up and charge blindly around the room. Seek refuge on one of the blocks high above the floor.

Q & A FAST FACTS

Write To:
Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733

EYE OF THE BEHOLDER

Q: What is the best sword in the game?
A: The best sword is a +5 long sword named "Severious." You'll find it on the Ninth Level of the maze.

Q: Why won't my mage's Vampiric Touch Spell damage some monsters?
A: This spell won't work on the undead.

Q: How many times can I use a wand?
A: All wands except the Wand of Silvias have three charges.

BRANDISH

Q: Which monsters give me the most gold?
A: You don't get gold for defeating monsters in this game. Look for treasure chests or weapons or armor to sell back to shops.

Q: How many endings are in the game?
A: There are two endings. The ending of your game depends on whether you help or fight Alexis.

Q: What is the best weapon in the game?
A: The Planet Buster Sword.

THE BUGS BUNNY CRAZY CASTLE

Q: How do you make Bugs jump over enemies?
A: You don't. That rascally rabbit won't jump in this game.

Q: Are there safe spots in the stages?
A: Yes. While traveling through a door or a pipe, Bugs is invincible.

Q: How many levels are in the game?
A: 60.

Pick of the Paks

They're Back

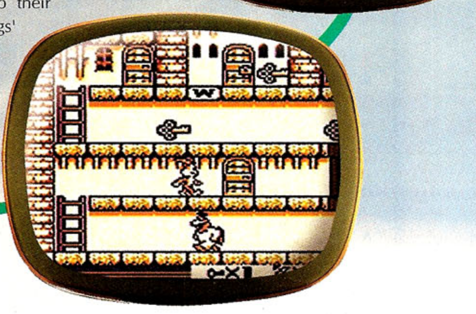
Nintendo is re-releasing some of the best Game Boy titles to ever grace a portable screen.

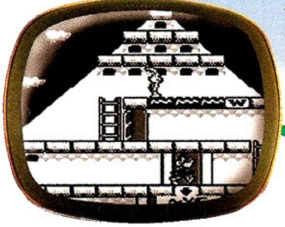
This is your second and possibly last chance to pick up these one-player games at a price too low to publish. Look for the Player's Choice symbol wherever you buy your Nintendo products.

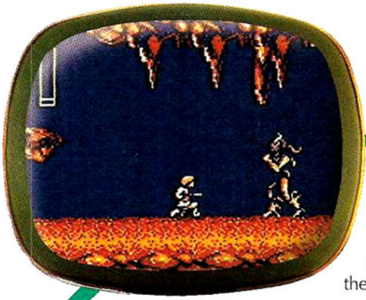
The Bugs Bunny Crazy Castle 2

Nintendo
GAME BOY
THE
BUGS BUNNY
CRAZY CASTLE
2
PLAYERS CHOICE
Nintendo
MILLION SELLER
KIDS TO ADULTS
K-A
Nintendo
IMPORTANT

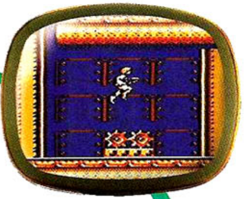
Wicked Witch Hazel has locked up Honey Bunny in Crazy Castle, and Bugs must scamper to the rescue. Bugs Bunny Crazy Castle 2 is a password-backed, 28-stage game. Help Bugs navigate the castle's mazes as he dodges traps and tracks down keys to unlock doors leading to Honey Bunny's cell. A bevy of Looney Tune characters ranging from Wile E. Coyote to the Tasmanian Devil do their best to hinder Bugs' rescue attempts. Foil their plots and plans with a huge assortment of goodies from the ACME factory. This looney game will entertain cartoon fans of all ages.



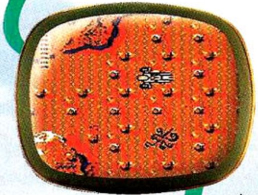




Star Wars

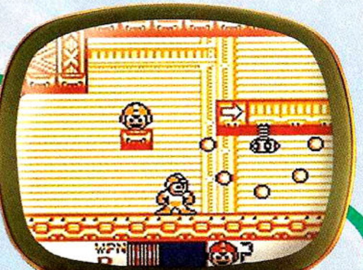


Long ago, in a galaxy far, far away, the first portable Star Wars game came out of hyperspace and arrived in the Game Boy universe. Assume the roles of Luke Skywalker, Han Solo or Princess Leia as you elude Imperial forces and deliver the Death Star plans to the Rebel leaders. Star Wars presents challenges throughout six detailed stages, ranging from exploring the catacombs of the desert planet of Tatooine to dodging laser blasts as you dive through the Death Star's fortified trenches in your X-Wing fighter. The game does not include a save feature, which means you'll need to rely on the Force to make it to the ending credits. Star Wars is the perfect challenge for any true Jedi warrior.



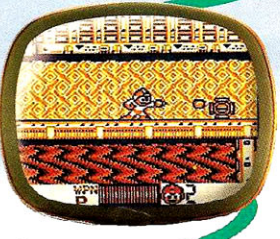
Nintendo
GAMEBOY
STAR WARS
STAR WARS
PLAYERS CHOICE
Nintendo
MILLION SELLER
OFFICIAL
GAME BOY
GAME PAK
Nintendo

Mega Man: Dr. Wily's Revenge



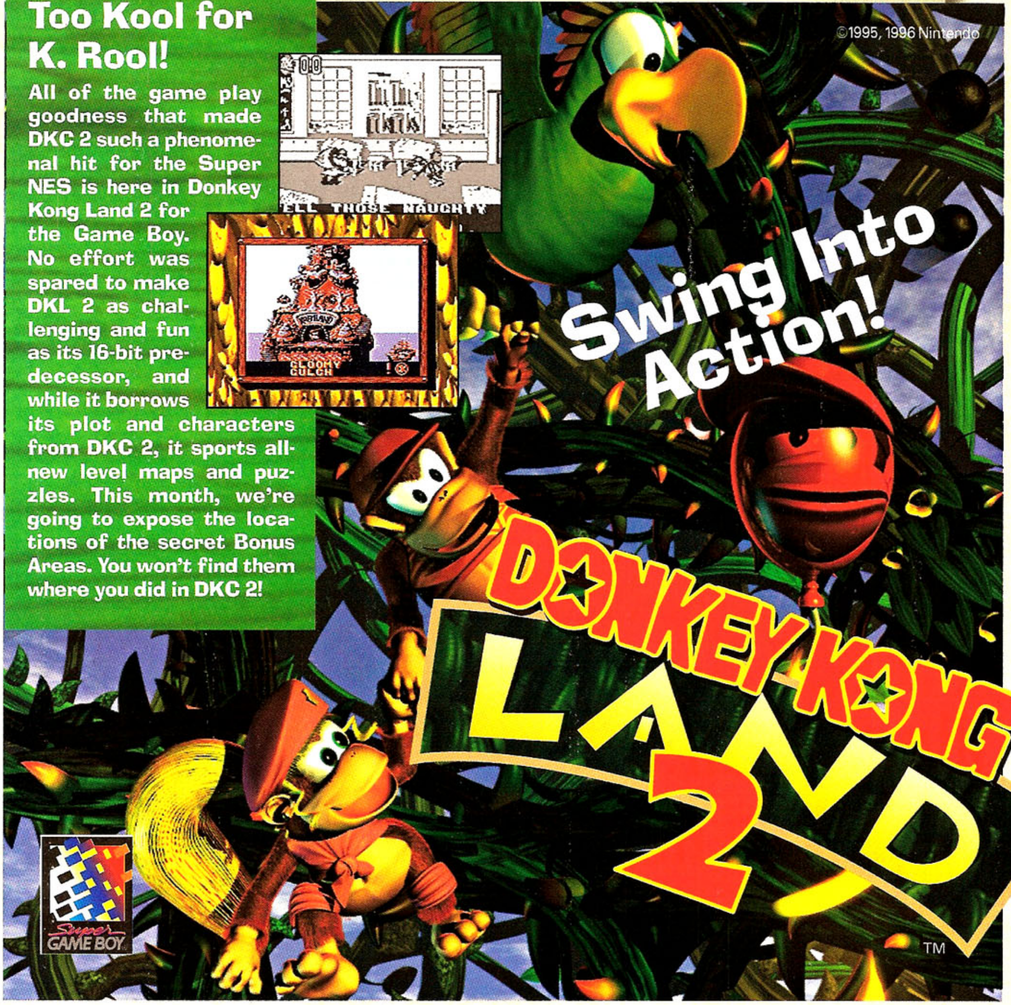
Journey back to yesteryear and relive every sweaty moment of the first Game Boy battle between the blue bomber and the mad doctor. Mega Man: Dr. Wily's Revenge features six, challenging, password-backed stages. After you best Cut Man, Elec Man, Ice Man and Fire Man, blast through the doors of Dr. Wily's loathsome lab and take on five more mechanized masters. Each time you crush a robot rival, you can add their weapon to your arsenal. This futuristic fight-fest doesn't stop until you confront the bad doctor in his Sky Fortress. Can you stop Wily? The fate of the future is in your hands.

Nintendo
MEGA MAN
GAMEBOY
MEGA MAN
DR. WILY'S REVENGE
PLAYERS CHOICE
Nintendo
MILLION SELLER
KIDS TO ADULTS
K-A
ESRB
Nintendo



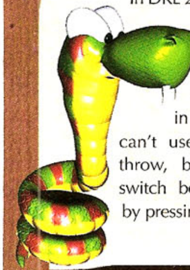
Too Kool for K. Rool!

All of the game play goodness that made DKC 2 such a phenomenal hit for the Super NES is here in Donkey Kong Land 2 for the Game Boy. No effort was spared to make DKL 2 as challenging and fun as its 16-bit predecessor, and while it borrows its plot and characters from DKC 2, it sports all-new level maps and puzzles. This month, we're going to expose the locations of the secret Bonus Areas. You won't find them where you did in DKC 2!

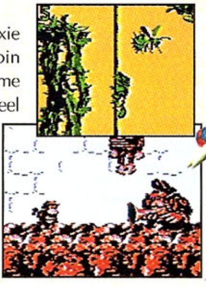


©1995, 1996 Nintendo

Hirsute Heroics

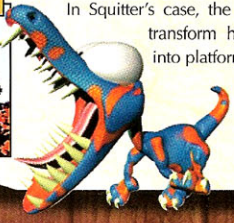


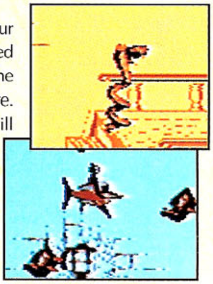
In DKL 2, Diddy and Dixie roll and spin with the same rhythm and feel that they did in DKC 2. You can't use their team throw, but you can switch between them by pressing Select.



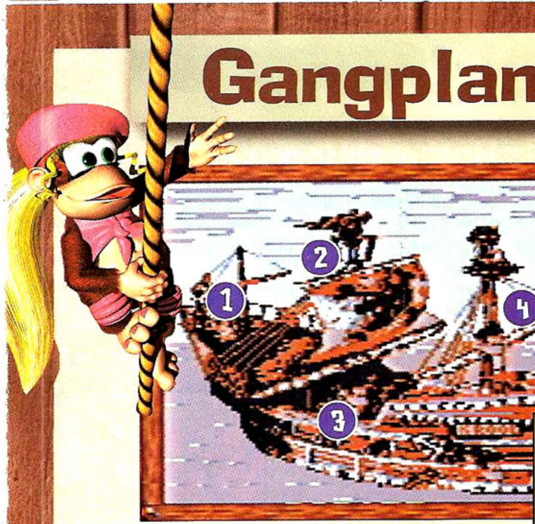
Pals to the End

Rattly, Enguarde, Squitter and the rest of your animal buds are back, and they've also retained their signature moves and abilities. Pressing the Y Button will make them charge ahead or fire. In Squitter's case, the Select Button will transform his attack webs into platform webs.



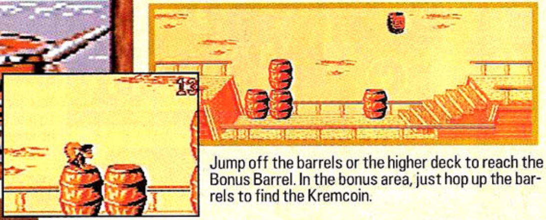


Gangplank Galleon



1 Pirate Panic

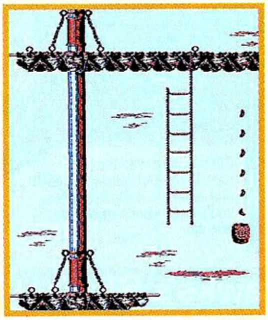
The bonus areas hold many of the Kremcoins and Hero Coins in the game. We'll show you how to reach one bonus area per stage, though there are certainly more. The first bonus area is located just before the midpoint in Pirate Panic.

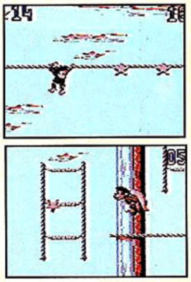


Jump off the barrels or the higher deck to reach the Bonus Barrel. In the bonus area, just hop up the barrels to find the Kremcoin.

2 Mainbrace Mayhem

This Bonus Barrel is on the far right side of the stage before you reach the halfway point. You can lower yourself down the rope ladder and then jump to the right. Use the line of bananas as a guide.

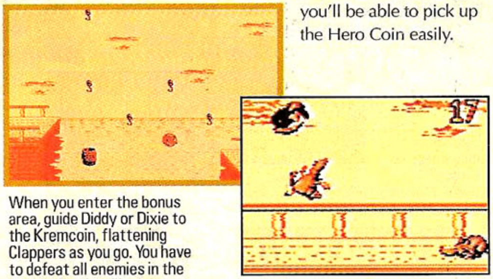




It's a race against the clock to collect all the stars. A Kremcoin awaits you at the finish line.

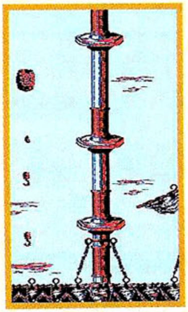
3 Gangplank Galley

After you pass the halfway point, you'll come across two large gaps in the deck. This Bonus Barrel is located in the second one, just below the first hook. When you return to the regular stage, you'll be able to pick up the Hero Coin easily.

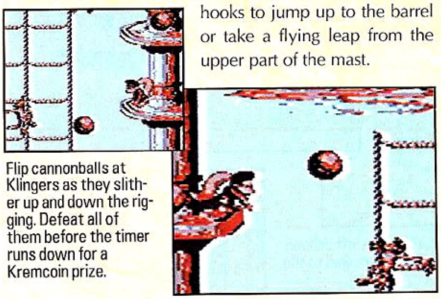


When you enter the bonus area, guide Diddy or Dixie to the Kremcoin, flattening Clappers as you go. You have to defeat all enemies in the area before it will appear.

4 Topsail Trouble

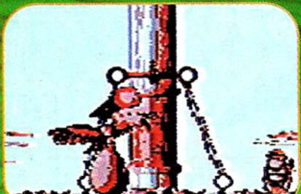


Located on the far left, this bonus area is easy to miss if you're just intent on getting to the end of the stage. Use the hooks to jump up to the barrel or take a flying leap from the upper part of the mast.



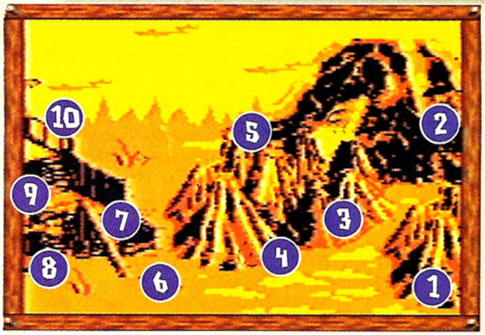
Flip cannonballs at Klingers as they slither up and down the rigging. Defeat all of them before the timer runs down for a Kremcoin prize.

Krow's Nest



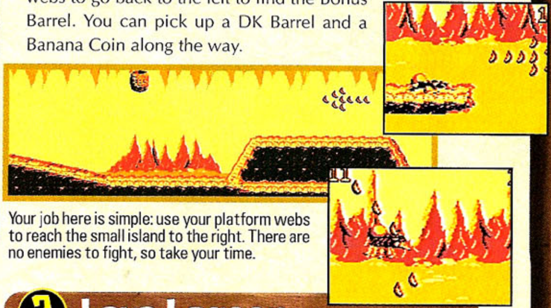
This stage is very similar to its DKC 2 counterpart. The left corner is often safe, but remember that the eggs that Kreepy Krow drops can hurt you as they bounce around.

Krem Cauldron



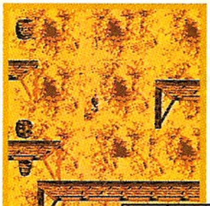
1 Hothead Hop

Pick up Squitter and stand on top of the hill. Use your platform webs to go back to the left to find the Bonus Barrel. You can pick up a DK Barrel and a Banana Coin along the way.

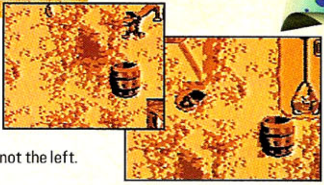


Your job here is simple: use your platform webs to reach the small island to the right. There are no enemies to fight, so take your time.

2 Kannon's Klaim



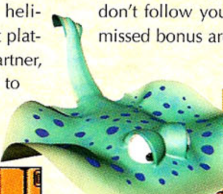
This invisible Bonus Barrel is located just above and to the left of the Star Barrel. Cartwheel jump or helicopter to the upper left platform. If you need a partner, you'll find a DK Barrel to the right.

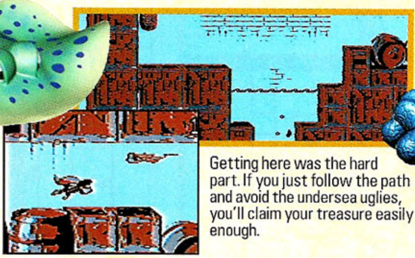


Blast your way to the upper right platform. From the third Blast Barrel, maneuver yourself toward the right, not the left.

3 Lava Lagoon

Keep an eye out for this area, which appears after the halfway point. The stage will flow naturally to the right, but for once, don't follow your instincts. Hop up and left to find this often-missed bonus area.

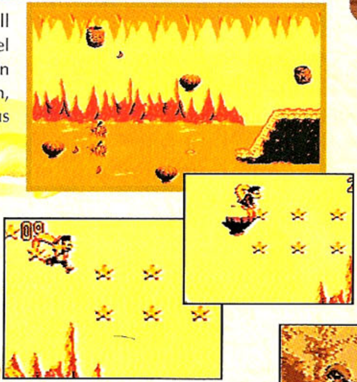




Getting here was the hard part. If you just follow the path and avoid the undersea uglies, you'll claim your treasure easily enough.

4 Red-Hot Ride

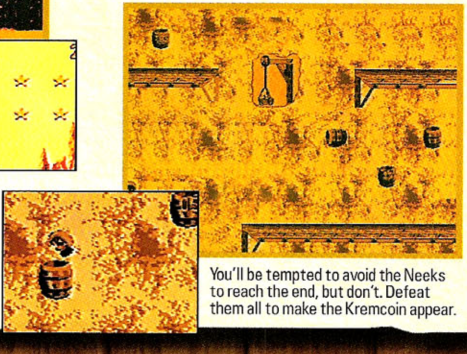
Just after the Star Barrel, you'll find a small hill with a DK Barrel above it. Jump or helicopter spin back to the left onto the balloon, then drift left to reach the Bonus Barrel.



Make two passes, using the left balloon first, to catch all of the stars. Run to the right for the Kremcoin.

5 Squawks's Shaft

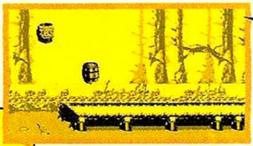
Once again, you'll have to buck your instincts to reach a Bonus Barrel. From the second Blast Barrel, head up and left instead of up and right. You'll also find the letter "K."

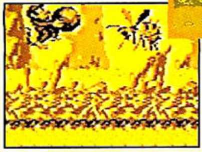


You'll be tempted to avoid the Neeks to reach the end, but don't. Defeat them all to make the Kremcoin appear.

6 Barrel Bayou

This Blast Barrel is hiding in plain sight! At the very beginning of the stage, take just a few steps to the left to find a Blast Barrel that will propel you to the Bonus Barrel. Ready, aim, fire!

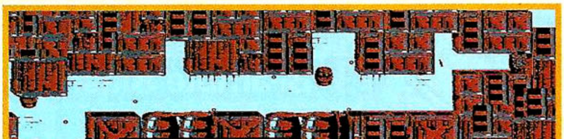


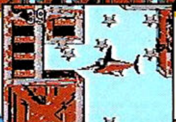


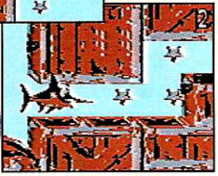
Here's your chance to test your throwing arm...with a cannonball! Instead of a kewpie doll, you'll receive a lovely Kremcoin.

7 Glimmer's Galleon

Go straight to the right from the Start to find the Bonus Barrel. Hit the Lamp Barrels to shed some light on the proceedings.



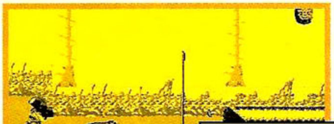


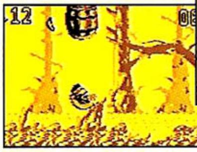


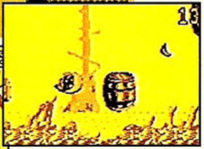
Follow the path around in a circle and gather all of the stars. The Kremcoin will appear back near the starting point.

8 Krockhead Klamber

Jump from the reed and bounce off a Flitter to reach the Bonus Barrel. The Flitter won't reappear if you defeat it, so you'll have only one shot at the barrel. Make it count!



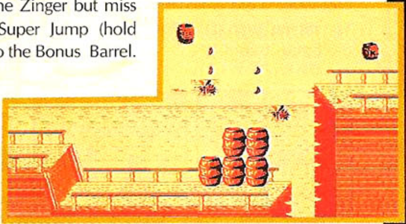


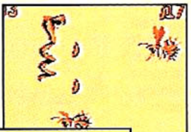


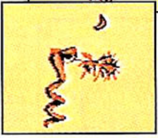
Let the bananas be your guide as you blast your way across the swamp. Reach the island to claim a Kremcoin.

9 Rattle Battle

Use the barrels and the Zinger to boost yourself up to the Bonus Barrel. If you stand on the barrels, you'll see just the Zinger's legs as it buzzes back and forth. If you defeat the Zinger but miss the barrel, use Rattly's Super Jump (hold select and release) to get to the Bonus Barrel.

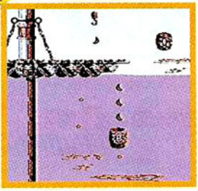




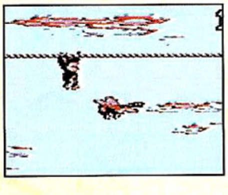


Use short hops to get from one Zinger to the next. If you jump high, you'll probably smack into a Zinger hovering above you.

10 Slime Climb

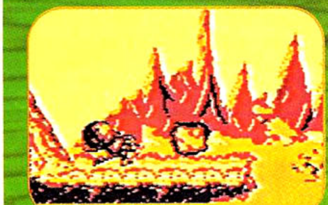


After you pass the Star Barrel, go up and right then up and left. You'll see an Exclamation Point Barrel right in your path. Collect it then drop down to find the Bonus Barrel.



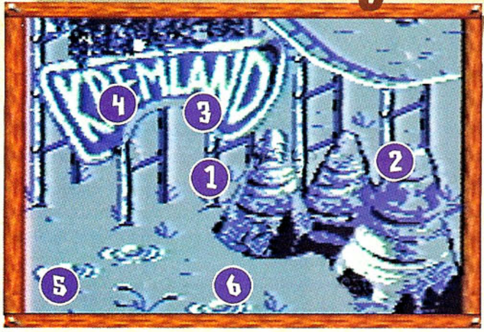
Jump up the mast and follow the rope to the end. Leap to the right for the Kremcoin.

Kleaver's Kiln



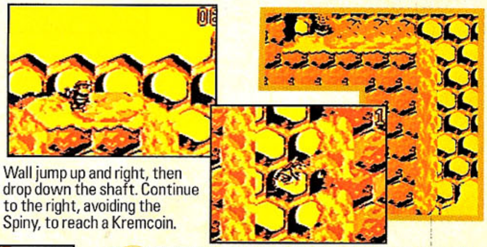
This two-stage match has even trickier timing than its DKC 2 counterpart! First, break open the barrels to get cannonballs to heave at Kleaver. In the second round, stand next to the cannon and press the attack button to fire when Kleaver is overhead.

Krazy Kremland



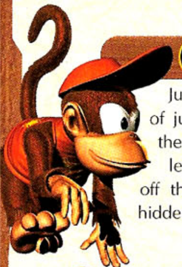
1 Hornet Hole

Collect the Exclamation Point Barrel near the start, then run back to the left. Ricochet off the Zinger into the barrel and grab on to the left wall. Climb up to the ledge.

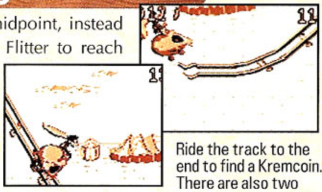


Wall jump up and right, then drop down the shaft. Continue to the right, avoiding the Spiny, to reach a Kremcoin.

2 Target Terror



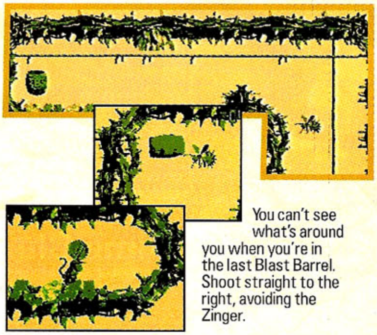
Just before the midpoint, instead of jumping onto a Flitter to reach the upper track, let your car fall off the edge to a hidden lower track.



Ride the track to the end to find a Kremcoin. There are also two banana bunches on the upper track.

3 Bramble Blast

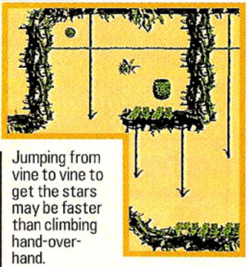
Clear the first set of barrels and walk to the edge of the lower platform. You'll see a Blast Barrel, a Flitter and a vine. Grab the vine and follow it up and left. It's better to avoid the Flitter than to bounce off it.

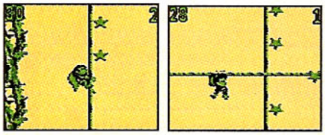


You can't see what's around you when you're in the last Blast Barrel. Shoot straight to the right, avoiding the Zinger.

4 Bramble Scramble

After passing the "No Animal" sign, jump to the next platform on the left and then to the vines above. Continue up, left and then right along the vines to the Bonus Barrel.

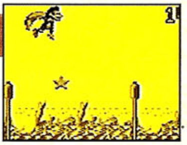




Jumping from vine to vine to get the stars may be faster than climbing hand-over-hand.

5 Mudhole Marsh

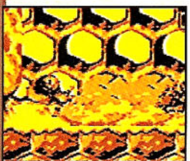
Keep your eyes peeled for an arrow just before the Star Barrel. Bounce off the second (upper) Necky to reach the bonus area.



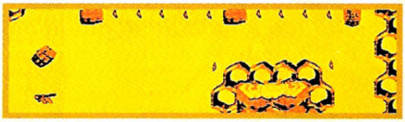
Collecting these stars won't be a problem for any practiced jumper.

6 Rambi Rumble

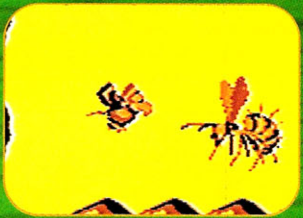
About a third of the way through, you'll find a Klampon at the top of a tower. Spin to the left or drop down and climb up the opposite wall. Bounce off the Flitter into the Blast Barrel.



Use the cannonball to defeat all the enemies. Diddy works best here.

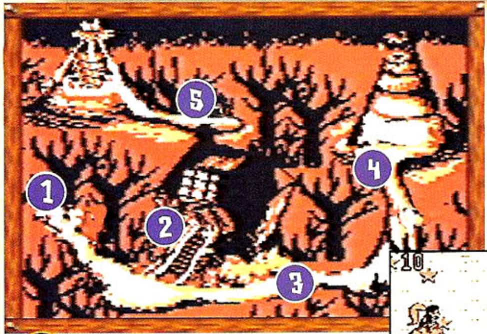


King Zing



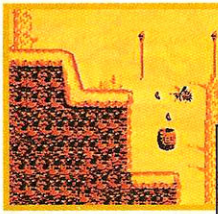
The not-so-regal King Zing is vulnerable only from behind. After you sting him twice, he'll buzz around faster and start leaving little Zingers in his wake.

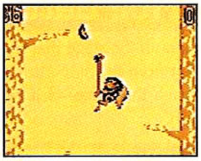
Gloomy Gulch



1 Ghostly Grove

This bonus area appears in the second half of the stage. Look for the telltale trail of bananas leading down. The Zinger is moving left to right, rather than up and down.

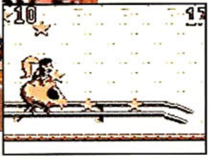




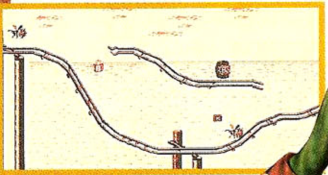
Try to jump as soon as you can. Any delay may result in the timer running out before you can reach the Kremcoin.

2 Krazy Koaster

This area appears just past the second Zinger. To reach the high track, you must jump a little earlier than usual to land just behind the Zinger. Jump again immediately.

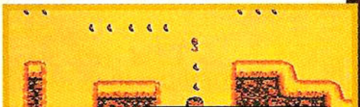


The stars' arrangement encourages you to jump at the wrong time. Jump only from a low to a high track.



3 Gusty Glade

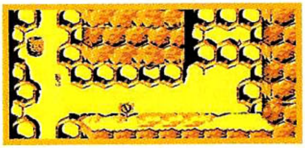
After the first couple of gaps, you'll come to a long row of thin towers then a hook. Follow the trail of bananas beneath the hook.

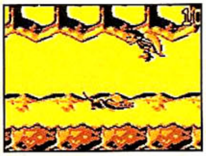


This bonus area will be a cakewalk compared to the regular stage.

4 Parrot Chute Panic

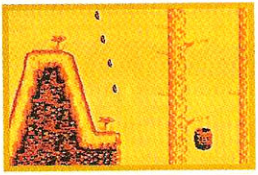
You'll transform into Squawks for the first part of this stage. There's an invisible hook just to the left of the first "No Squawks" sign.





You'll just need to reach the end of the bonus area, but that's a lot tougher than it sounds.

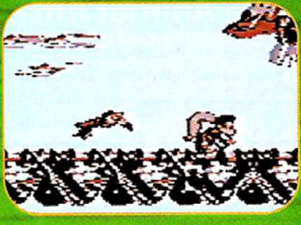
5 Web Woods



Taking the low road through these haunted highlands will help you spot this Bonus Barrel. Look for it about three-quarters of the way through the stage.

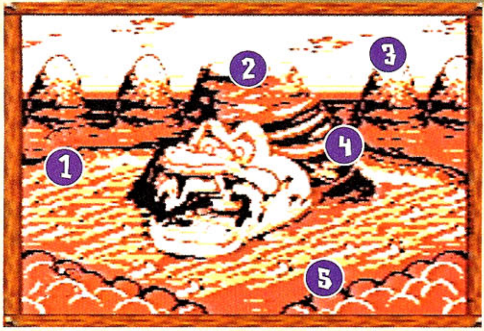
Perfect your jumping and web-spinning technique to beat the time limit.

Kreepy Krow



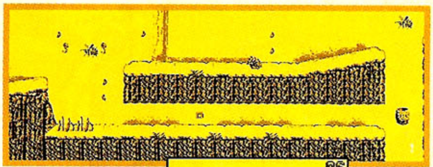
Kreepy Krow has a bone to pick with you—or, rather, he'd like to pick your bones! Keep moving back and forth to avoid the falling eggs, and never jump straight up.

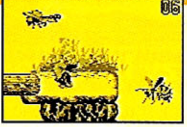
Klubba's Kiosk



1 Jungle Jinx

Once again, the bananas tell the tale. Follow a trail of them that lead down from a pair of hooks early in the stage, then follow a long tunnel off to the right.

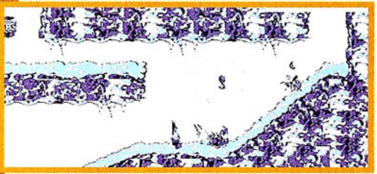


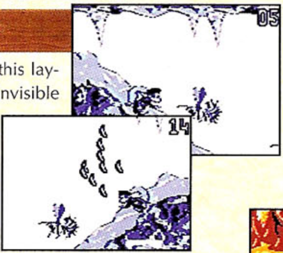


Use the Flitters as stepping stones to cross above the stakes. There's no way to defeat the Zingers; you'll just have to avoid them.

2 Black Ice Battle

This is the second area in the stage that has this layout. Jump up and left from the slope to an invisible hook. Spin left to reach the ledge—a jump won't be long enough.

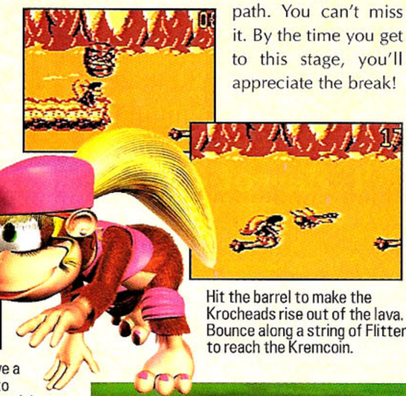




As you slide downward on the ice, collect all of the bananas so you'll earn the Kremcoin. Stopping isn't an option! Avoid the Zingers as you descend.

3 Fiery Furnace

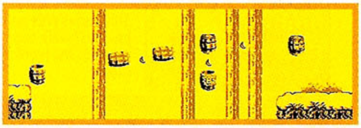
This is one of the few Bonus Barrels that is placed in plain sight along the main path. You can't miss it. By the time you get to this stage, you'll appreciate the break!

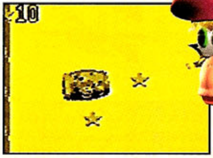


Hit the barrel to make the Krocheads rise out of the lava. Bounce along a string of Flitters to reach the Kremcoin.

4 Klobber Karnage

This line of Blast Barrels appears in the first half of the stage. Look for a lone banana beneath one of the barrels.

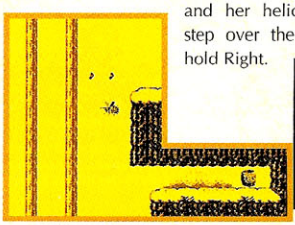


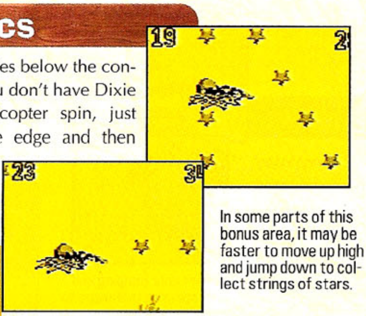


Collect all of the stars and receive a Kremcoin reward. You may have to repeat this stage to get the timing right.

5 Animal Antics

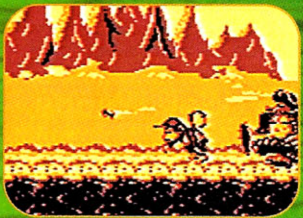
This cleverly hidden Bonus Barrel lies below the continue barrel in the stage. Even if you don't have Dixie and her helicopter spin, just step over the edge and then hold Right.





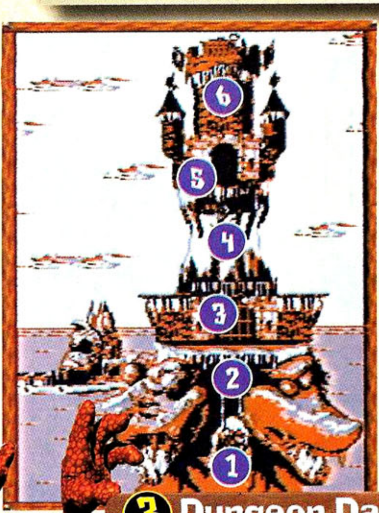
In some parts of this bonus area, it may be faster to move up high and jump down to collect strings of stars.

Krocodile Kore



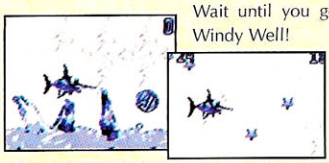
The not-so-good Kaptain K. Rool will follow much the same attack pattern here as he does in the Flying Krock stage. Listen for his shots and time your jumps accordingly.

K. Rool's Keep



1 Arctic Abyss

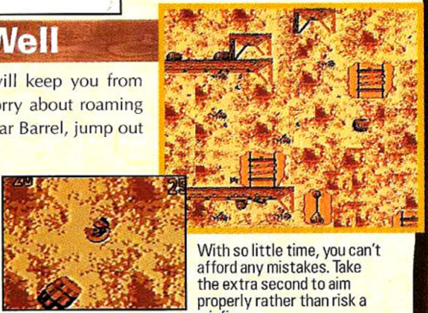
Here's another case of a Bonus Barrel being placed out in the open, but this was probably done to lull you into a false sense of security. Wait until you get to Windy Well!



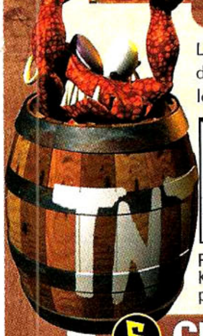
In contrast to the twisting dead-end corridors of the level, the bonus area is a big empty room.

2 Windy Well

Since the raging winds will keep you from falling, you need only worry about roaming enemies. Just before the Star Barrel, jump out to the right instead of up.

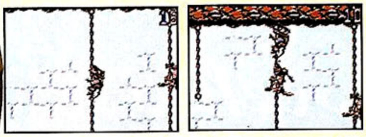


With so little time, you can't afford any mistakes. Take the extra second to aim properly rather than risk a misfire.



3 Dungeon Danger

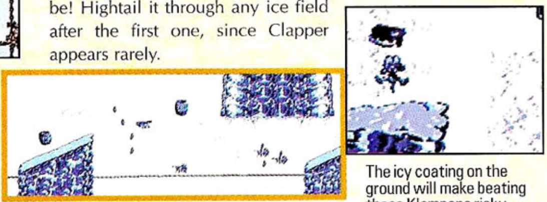
Look for a cannonball just after the halfway point. Drop down and left to find the matching Kannon. Lock and load!



Follow the chains upward to grab your next Kremcoin. You can defeat the Klingers by bopping them on the head.

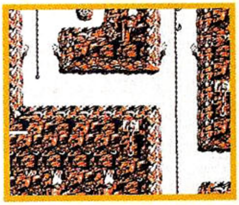
4 Clapper's Cavern

Finding this barrel won't be a problem, but just getting to it will be! Hightail it through any ice field after the first one, since Clapper appears rarely.

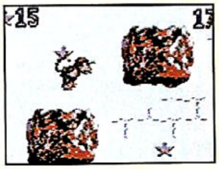


The icy coating on the ground will make beating these Klampons risky business.

5 Chain Link Chamber



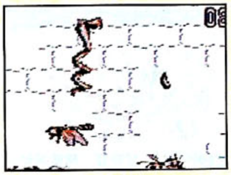
From the start, keep to the shafts on the right as much as possible, going left only when there is no alternative. You'll soon see two hook-handed Krooks, one on the right and another on the left. Defeat the left one (a bop on the head will do fine) and follow the tunnel left and up.



Navigate around the moss-covered rocks to collect a total of sixteen stars.

6 Toxic Tower

When you reach the Bonus Barrel, the sludge will be hot on your prehensile tail. The toxic mess won't rise while you're in the bonus area.



The bonus area will give you a much appreciated breather from the regular stage.

Flying Krock

SCREECH'S SPRINT

There are just two more stages to go, including the final showdown with Kaptain K. Rool himself. It's off into the wild blue yonder with Diddy, Dixie and the Kremling hordes!

Disney's
Pinocchio
Super GAME BOY

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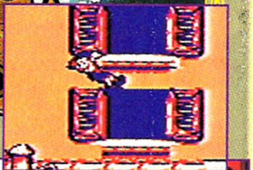
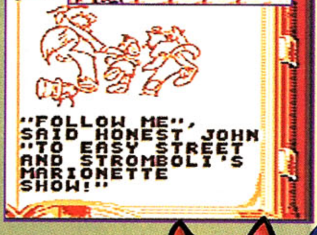
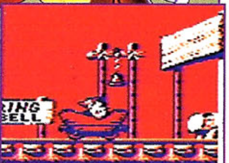
Hello, Pinocchio

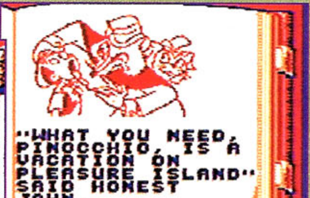
The story of Pinocchio was already a literary classic when Walt Disney turned it into a classic of another kind, and now T•HQ adapts the adapting this timeless tale to yet another medium. Pinocchio for the Game Boy is a faithful retelling of Disney's Pinocchio, with detailed characters and backgrounds based on the movie's designs and a terrific soundtrack that will be instantly recognizable to anyone who has enjoyed the film. The game is geared toward young players, and parents looking for an alternative to standard action games will appreciate its charming nature and simple challenges. Though short, this one-player adventure offers good game play variety and three difficulty levels.



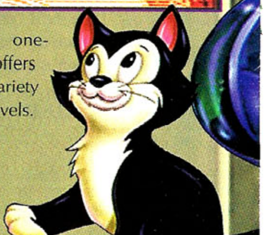


"FOLLOW ME", SAID HONEST JOHN "TO EASY STREET AND STROMBOLI'S MARIONETTE SHOW!"



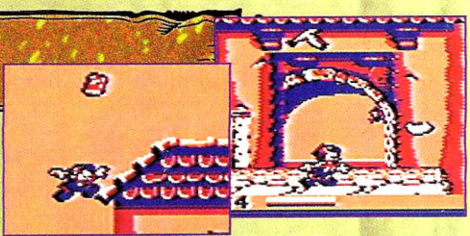


"WHAT YOU NEED, PINOCCHIO, IS A VACATION ON PLEASURE ISLAND" SAID HONEST JOHN.

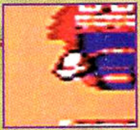


Items

As Pinocchio embarks on his quest to become a real boy, the Blue Fairy thoughtfully leaves a trail of useful items and power-ups along his path. He'll certainly need all the help he can get!

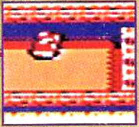


Hats



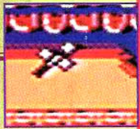
Collect Hats to gain extra lives, or, as they're called in this game, "tries." Four Hats = one try.

Books



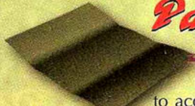
Collecting Books will net you extra continues. A good education will always take you far!

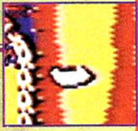
Wands



The magic Wands are a special gift from the Blue Fairy. Each one will restore a large portion of Pinocchio's health meter.

Pages

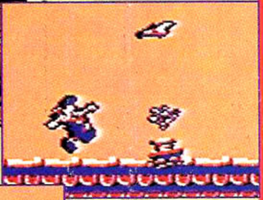


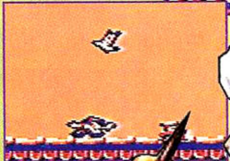


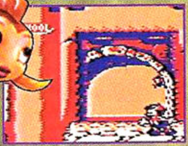
Pick up the Pages to acquire special powers, like the ability to spin around and knock down enemies.

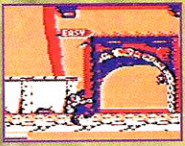
An Actor's Life For Me

Hearing Geppetto's pleas, the Blue Fairy brings Pinocchio to life. If Pinocchio can earn the Badges of Truth, Bravery and Unselfishness, she'll grant his wish and turn him into a real boy! In this first stage, you must guide Pinocchio through town to the schoolhouse. Seagulls and bullies will dog your steps, while sign posts and water pump handles (among other things) can catapult you through the air.

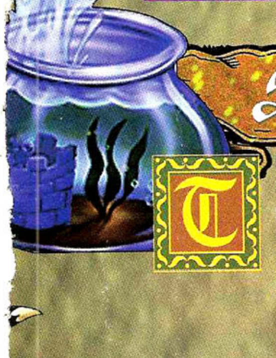






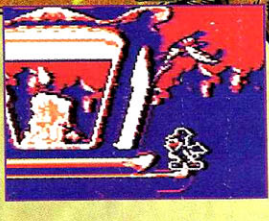


Duck to avoid the birds and jump to dodge the rocks thrown by the bullies. Press Up to go through the large doorways. If you go down Easy Street rather than head to the School, you'll have to repeat part of the stage.



Lampside Seating

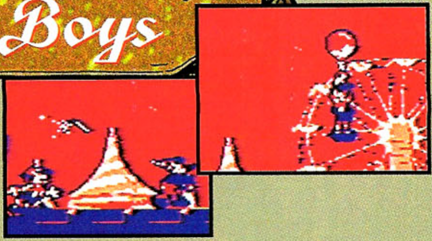
The ever-faithful Jiminy Cricket watches as Stromboli forces Pinocchio to perform in a puppet show. Swat the moths and bugs with your umbrella to drive them away. Your burly bumbershoot can also block attacks and let you to float on the night breeze.



It's All Free, Boys

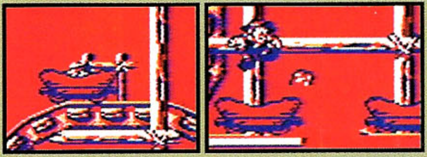
Balloons

Follow Lampwick as he strolls across Pleasure Island, but don't get too close to the firecrackers. Grab on to a balloon and soar above the midway. If you don't jump from balloon to balloon in time, you'll fall.



Rollercoaster

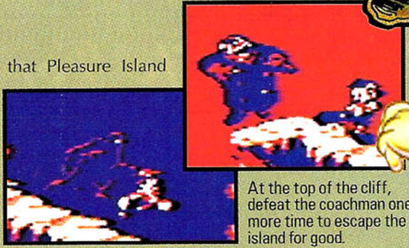
The balloons will eventually dump you onto a rickety roller coaster. Jump to collect items, cross gaps and ring the bells that open up new sections of track. Duck to avoid loose boards.



The loose boards are hard to see, so you should duck constantly, just to be on the safe side.

Escape From Pleasure Island

Pinocchio eventually realizes that Pleasure Island isn't all that it's cracked up to be and tries to escape. If you've collected enough Pages, you'll be able to spin by pressing B. Knock out the evil coachman, then head to the left. As you climb up the rocks, watch for the monsters' beady eyes glowing in the shadows.

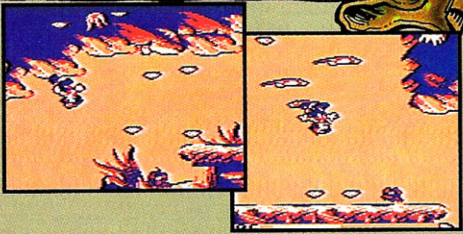


At the top of the cliff, defeat the coachman one more time to escape the island for good.

Search For Monstro

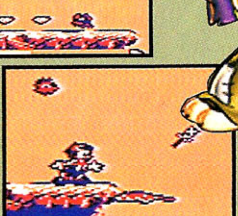
High Road

Pinocchio is made of wood, so, of course, he floats! You can complete the level running along the ceiling. Just avoid enemies and collect items, and you'll be fine.



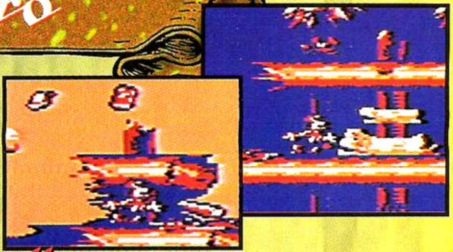
Low Road

If you prefer the low road, collect clams to weigh yourself down. Explore the lower caverns for extra Magic Wands and other items. To reach higher ledges, you can jump on the Manta Rays without being hurt. The bubble streams will also help you maneuver around obstacles.



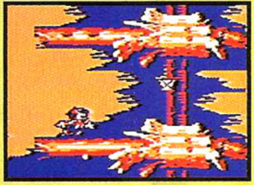
Inside Monstro

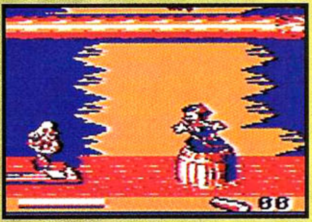
Geppetto came looking for Pinocchio only to beswallowed by Monstro the Whale. The only way to escape is to make the big guy sneeze. Use your spin attack on the crates to break them open. Find at least five pieces of wood to burn, then find the lamp.

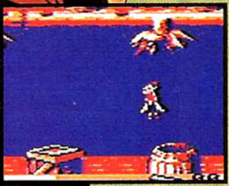


Find Geppetto

Knock over the lamp in the lower right corner to start a fire. Drop down to the crates and barrels at the bottom and go left.



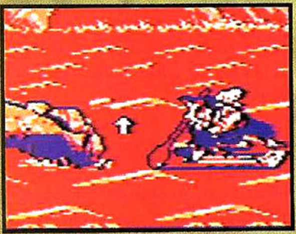


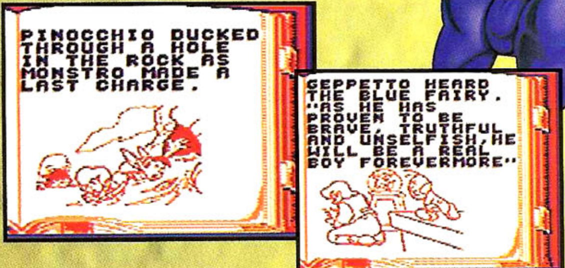


As you make your way through the wreck, watch out for crabs and sharp, splintered wood.

Escape From Monstro

You've nearly escaped, but Monstro won't give up easily. Watch out for arrows telling you whether to duck or jump to avoid the rocks. You'll eventually outrun the blubbery beast, but Geppetto will be thrown into the churning surf. If you act unselfishly, you may finally get your wish and fulfill your father's happiest dreams!





PINOCCHIO DUCKED THROUGH A HOLE IN THE ROCK AS MONSTRO MADE A LAST CHARGE.

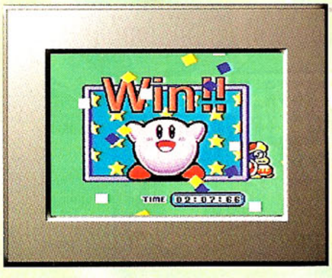
GEPPETTO HEARD THE BLUE FAIRY. "AS HE HAS PROVEN TO BE BRAVE, TRUTHFUL AND UNSELFISH, HE WILL BE A REAL BOY FOREVERMORE"

Only the STRONG survive in the...
ARENA

82

KIRBY SUPER STAR

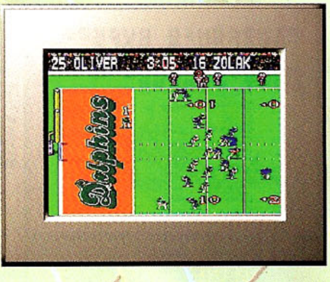
How fast can you chow down and run through the three mazes in Grand Prix Mode of the Gourmet Race? Racing against King Dedede is a walk in the park when you're up against the top gamers in North America. Somebody out there is going to break the two minute barrier. Could it be you? Practice until you're satisfied with your time, then take a picture of the "Win" screen at the end of the race. The fastest ten times will dominate the Battle Zone and pick up four Super Power Stamps. Bon Appétit!



CHALLENGE #1

TECMO SUPER BOWL

Robert Colley of McDermott, Ohio wrote in with a Player's challenge for Super Tecmo Bowl. During the 1992-93 Season, Colley led the New Orleans Saints to victory while allowing only 26 points to be scored against the team during the entire season! That's just two touchdowns and four field goals in sixteen games! Can you do better? Could you play a whole season without a single point being scored against your team? The top twenty football heroes will earn four Super Power Stamps.



CHALLENGE #2

MEGA MAN X3

Ren Agbunag of Virginia Beach, Virginia liked our Volume 84 Mega Man X3 challenge so much, he thought we should do it again but this time we should challenge readers to complete the Blast Hornet Stage first. Ren says that you are not allowed to collect any power-ups or complete any other stages. The first twenty-five Blue Bombers who barrel through the Blast Hornet's Stage and send in their passwords will pick up four Super Power Stamps.

TWISTED CHALLENGES

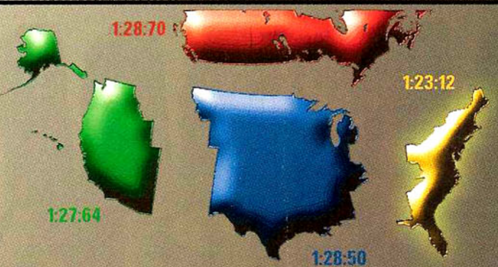
In Volume 84, we dared readers to send in their most twisted and toughest challenges. Twisted challenges are created by readers for readers. While you don't get a prize for meeting or beating a Twisted challenge, if you make one up and we print it in Nintendo Power, you'll get four Super Power Stamps. Here are the winners of our first twisted installment:

- *Can you complete Final Fantasy III without using Cure 2 or Cure 3 throughout the game?* Robbie Hale, Tempe, Arizona
- *In Tetris Game A, can you make it to Level 10 without leaving a gap in any line?* Shaye Peabody, Moreno Valley, California
- *Can you run to the end of the first level in Earthworm Jim 2 without using any weapons or Jim's whip?* Timothy Swaim, Arlington, Texas
- *In Super Mario RPG, while racing against Boshi on Yo'ster Isle, can you win without using any Yoshi Cookies?* John Bednarz, Shaverton, Pennsylvania and Brandon Powers, North Highlands, California

SUPER MARIO KART

Best Times on Mario Circuit 2

Greg Pituch	Aurora, OH	1:14:63
Michael Paul Clark	Pelzer, SC	1:21:07
Matt Moffitt	Folsom, CA	1:22:81
Aaron Finkbeiner	Lynchburg, OH	1:23:34
Andrew Beckett	Sheboygan, WI	1:25:05
Bryan Heitkotter	Fresno, CA	1:25:49
Shane Krouse	Calgary, AB	1:25:55
Ben Copley	Pleasant Hill, CA	1:25:96
Shaun Frank	Laurel, MT	1:26:12
Vinson Ridenour	Bellflower, CA	1:26:20



Greg Pituch and Michael Paul Clark were the dream team that gave the East their first victory in the Battle Zone. Pituch blew away the competition by using Donkey Kong Jr. with a 150 cc cart in Mario Kart GP mode. The trick was picking up a turbo boost off the starting line. You don't know about the turbo boost? At the start of the race, try holding down the B Button just before the second red light turns on. Let the engine rev and get ready to take off!

THE LEGEND OF ZELDA—A LINK TO THE PAST

Reaching Ganon with Only Fourteen Hearts
(Volume 84)

Derek Allen	Dresher, PA
Andrew Beckett	Sheboygan, WI
Chris Bilby	Muskogee, OK
Stephen Campos	Silver Spring, MD
Nick Collines	Lowell, MI
Shawn Croucher	Victoria, BC
Joseph Curply	Bay City, MI
Ronny Donahue	Portage, IN
Andrew Ebersbach	Wayne, NJ
Robert Ellis	Washougal, WA
Donald Fitzgerald	Long Beach, MS
Ryan Fitzgerald	Oroville, CA
Jeremy Fredin	Wichita, KS
Seth Fredrickson	Lester Prairie, MN
Daniel Frumson	St. Louis, MO
Lorianne Fulco	Brooklyn, NY
Brian & Justin Grigg	Vernon, CT
Tim & Tully Gustafson	Bay Shore, NY
Atta Haimour	Calgary, AB
Chris Harris	Tigard, OR
Michael Heighway	Danville, IL
Ely Hsu	Jacksonville, FL
Alison Hynes	Brookville, PA
Joshua Kraus	Flushing, NY
Eric Lobb	Campbellsville, KY
Jason Loomis	Ellisburg, NY
Daniel Mackel	Toronto, ON
Melissa McCulloch	St. Louis, MO
Doug Palen	Orlando, FL
David Pittaro	Montreal, PQ
Andrew Peck	Circle Pines, MN
Jake Pratt	Dodgeville, WI
Zack Reed	Biloxi, MS
Jonathan Reno	Jackson, MO
Peter Robinson	Thornton, CO
Theresa Rucando	Staten Island, NY
Jeff Russ	Niskayona, NY
Paul Sample	Madison, SD
Jeremy Semko	El Paso, TX
Tim Stanley	Brandon, VT
Stephen Stephano	Strongsville, OH
Michael Sutherland	Madison, NJ
Bobby Taylor	Reston, VA
Chris Tervo	Sioux Falls, SD
Chris Toyzan	Marshall, MI
Geoff Tuttle	Fountain Hills, AZ
Peter Yu	Tallulah, LA

MEGA MAN X3

Complete the Tunnel Rhino Stage first?
(Volume 84)

Lee Aarons	Marlton, NJ
Lincoln Abreu	Sunnyside, NY
Tom Bulmer	Burlington, NC
Jared Burley	Bay City, MI
Josh Bycer	Cherry Hill, NJ
Jesse Byers	Corvallis, OR
Rebecca Cataldi	Coraopolis, PA
Keith Chase	Willimantic, CT
Ivan Cheung	Frankfort, KY
Neal Christiansen	Los Banos, CA
Delbert Curio	Lewiston, MI
Robbie Espiritu	DeSoto, TX
Whitney Gunter	Dallastown, PA
Stephen King III	Suquamish, WA
Scott Kuska	Coral Springs, FL
Judson Lincoln	Columbia, MD
Mike Olesh	Des Moines, WA
Hector Ortega	Alta Loma, CA
Alvaro Perezchica	Calexico, CA
Kirk Priem	Bay City, MI
Paul Pulaski	Highpoint, NC
Kristopher Qualitto	Norwalk, CA
Andrew Rafferty	Derry, NH
Jason Reck	Mountaintop, PA
Lucas Roach	Hallock, MN
Brandon Shenfield	Omaha, NE
Mark Solleza	Los Angeles, CA
Shawn Wu	Reston, VA
Shawn Zander	Dassel, MN

SUPER MARIO KART

Best Times on Choco Island 2

Justin Bavera	Baltimore, MD	1:20:39
Eric Bengfort	Gainesville, TX	1:20:50
Andy Joynt	Scarsdale, NY	1:20:97
Michael Hernandez	Wilmington, CA	1:20:99
Stephen King III	Suquamish, WA	1:21:19
Jason Lambert	Monticello, MS	1:21:38
Steve Rose	Hawthorn Woods, IL	1:21:40
Hung Dinh	Tucson, AZ	1:22:05
David Vojtisek	Endicott, NY	1:22:20
Justin Hodgkins	Whitefield, ME	1:22:30
Brian Hyman	Grapevine, TX	1:22:36
Bobby Bellair	Eastpointe, MI	1:22:38
Leonard Steen	Haxsville, KS	1:22:71
Ryan Peterson	Tucson, AZ	1:22:75
Matt Conrad	Sherborn, MA	1:23:03
Ian Young	Merriam, KS	1:23:06
Matt Bucknor	Columbia, M	1:23:34
Phillip Tyler	Fort Worth, TX	1:23:36
Nate Stephens	Ashland, OH	1:23:46
Pat Buchanan	Idaho Falls, ID	1:23:54
Mark Conkle	Bloomington, IN	1:23:59
Jeremy Gelacio	San Diego, CA	1:23:64
Scott Hendrickson	Arcata, CA	1:23:97
Greg Zhelesnik	Bronson, FL	1:23:99

ENTER THE ARENA

Write your name, address and Member Number on the back of your photo. Challenges in this issue must be received no later than October 10, 1996. The top qualifiers receive Super Power Stamps.

Include your Super NES in the photo of your high score. Dim the lights and then take a few photos without a flash. If you're taking a photo of a Game Boy, place it on a flat surface.

Address entries to:
POWER PLAYERS' ARENA
P.O. BOX 97033
REDMOND, WA 98073-9733

Nintendo® NOW PLAYING

Your Power Guide To The Latest Releases

SEPTEMBER 1996

THE BUGS BUNNY CRAZY CASTLE 2

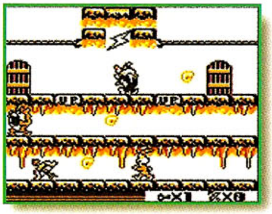
Game BOY

PASS WORD

Company ....Nintendo
Release Date ....September 1996
Memory Size ....512K bits

Warner Bros.' irreverent rodent walks all over the competition in a castle filled with surprises.

Bugs runs into Sylvester, Elmer, Wile E. Coyote and other cartoon cronies in this classic platform game, now being rereleased by Nintendo as part of the Players' Choice series. Pick up carrots to boost your score and boxing gloves, cartons, buckets and other items to knock off your enemies. In Video mode, players rerun the last stage to see how well they performed. Originally released by Kemco-Seika, The Bugs Bunny Crazy Castle 2 was first seen in 1991 but, like the cartoons, the game play remains ageless.



+ Lots of frantic fun for an MSRP of $19.99. Passwords.

− Slow play control response.

DONKEY KONG LAND 2

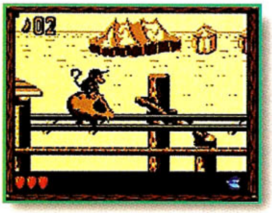
Game BOY

SAVE

Company ....Nintendo
Release Date ....September 1996
Memory Size ....4 Megabits

Awesome ape action returns to the small screen.

Last year's incredible Donkey Kong Country 2: Diddy's Kong Quest has been converted into the best ACM title for Game Boy to date. DKL 2, like its predecessor, covers most of the Kremling's island. Diddy and Dixie Kong, along with friends such as Squawk and Rambi, must scamper to the pinnacle and beyond to face Captain K. Rool. Although the levels may look familiar, the animation for the Game Boy has been greatly improved by the developers at Rare over the first Donkey Kong Land game. DKL 2 also makes great use of the Super Game Boy enhancements. Power covers all the monkeyshines in this month's review.



+ Excellent action, play control and graphics.

− Stages are basically the same as those in DKC 2 for the Super NES.

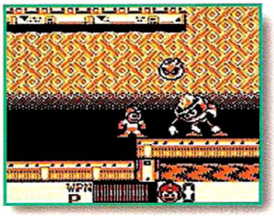
ICON KEY

- 1-PLAYER MODE
- MULTI-PLAYER ALTERNATING
- MULTI-PLAYER SIMULTANEOUS
- PASS-WORD
- BATTERY-BACKED MEMORY
- GAME LINK
- SUPER GAME BOY ENHANCED
- SUPER FX CHIP

MEGA MAN

Company ....Nintendo
Release Date ....September 1996
Memory Size ....1 Megabit

A robotic rampage from the past.



The Blue Bomber is back on the trail of his arch rival, Dr. Wily, in the rerelease of the first Mega Man game for Game Boy. It's classic Mega Man action with enemies and traps in five worlds. Before facing Dr. Wily, Mega Man must jump, climb and shoot his way past Elecman, Iceman, Cutman, and Fireman. Each time you beat the boss, you win his high-powered weapon. Mega Man never disappoints and at an MSRP of $19.99, the price won't let you down, either.

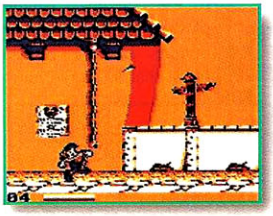
+ Excellent play control and graphics. Challenging.

− Awkward diagram passwords.

DISNEY'S PINOCCHIO

Company ....Black Pearl
Release Date ....October 1996
Memory Size ....4 Megabits

Geppeto's wooden son heads out for an adventure on Game Boy.



Jiminy Cricket narrates the tale of Disney's Pinocchio while players guide the marinette and the cricket (in the stage) through the temptations of youth. Classic Disney tunes, such as When You Wish Upon A Star, add to the familiarity of the game. The platform-action stages include Gaped's town, Pleasure Island and Monstro the Whale. Prove yourself to be brave, truthful and unselfish by collecting the letters B, T and U in the different stages of the game and you'll become a real boy forever. Disney fans and young gamers won't want to miss this month's Power review.

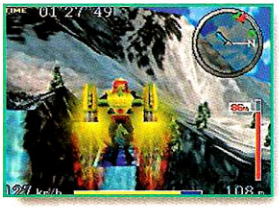
+ Nice graphics and music.

− Very simple game play.

PILOTWINGS 64

Company ....Nintendo
Release Date ....September 1996
Memory Size ....64 Megabits

Get off the ground and earn your wings.



Just as Super Mario 64 sets a new standard for action games, Pilotwings 64 will set a new standard for action simulations. Virtual pilots soar into the skies via Gyrocopter, Rocket Belt, Hangglider, Cannon or even under their own winged power. The 3-D world includes a not-so-miniature United States and several islands. You'll also find plenty of bonus games, like the cannon shot in which you are fired from the muzzle of a giant cannon. Paradigm Simulations provided the 3-D magic while Nintendo added the fun. The combination is unbelievable. This month, Power takes you to flight school.

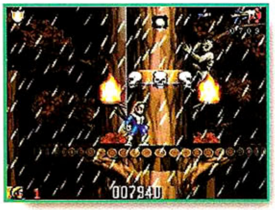
+ An amazing flight experience. Great graphics and play control. You don't even have to achieve a goal to have fun in this game.

− Missiles don't leave any permanent damage.

REALM

Company ....Titus
Release Date ....September 1996
Memory Size ....8 Megabits

Enter the realm of total action.



If you love unforgiving platform or shooter action, then this European import from Titus may be just the ticket for you. Realm combines sharp Super NES graphics with constant action. Your futuristic hero grabs power-up weapons at every opportunity, which you'll need in order to blast through to the guardians at the end of each level. Along the way, you'll face implacable enemies at every step. Don't despair, though, because Power has all the right moves for Realm in this month's review.

+ Very challenging. Good graphics.

− No save feature. Unbalanced levels of difficulty.

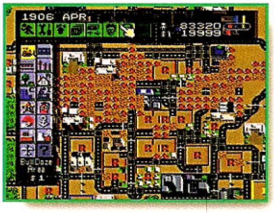
SIMCITY

Super NES

Company ....Nintendo
Release Date ....September 1996
Memory Size ....4 Megabits

Congratulations. There's a new mayor in City Hall. And you're it!

Nintendo will release SimCity as the next title in the Players' Choice series for the Super NES. SimCity recreates the award-winning PC and Mac game from Maxis, then goes even further. Shigeru Miyamoto of Mario fame added fun touches to this version, such as friendly advice from Dr. Wright and extra gifts that you earn as your city grows. SimCity simulates the evolution of a city from village to metropolis, and you are in charge of making it grow. Of course, you can also send in the monsters to wipe out your creation. With almost 1,000 landforms from which to choose, the variety of cities you can design and build is almost endless. You can even begin with a real city such as San Francisco and help it recover from a disaster. Don't miss this month's Epic Center review and the ultimate building code.



+ One of the most involving and creative Super NES titles. Excellent interface. Unbeatable price at an MSRP of $34.95.

− Unstructured play may leave some people confused or bored.

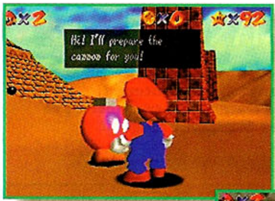
SUPER MARIO 64

N64

Company ....Nintendo
Release Date ....September 1996
Memory Size ....4 Megabits

A new age of video games begins with Super Mario 64.

Mario comes to life in the premier title for the new Nintendo 64, which will be released at the end of September in North America. Super Mario 64 pulls players into a true 3-D world where they have virtually no limits to their movement. Mario's mission is to save Princess Toadstool...from a prison in a painting! Once again, Bowser is behind the shenanigans. The magic of Shigeru Miyamoto's game design can be felt everywhere, from the stunning graphics to the variety of worlds and events. Players may find fewer enemies to stomp and more mazes and puzzles to solve than in previous Mario games, but the action is just as demanding as ever. Mario leaps, climbs, swims, flips, does handstands, and glides with one of three special caps. It's pure magic. Nintendo Power goes in-depth into Super Mario 64 this month.



Hi! I'll prepare the cannon for you!

+ A new standard for action games. Incredible graphics, sound and variety of play.

− Shifting camera angles take some getting used to.

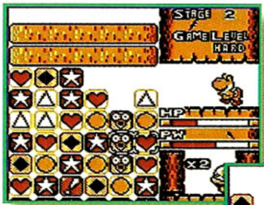
TETRIS ATTACK

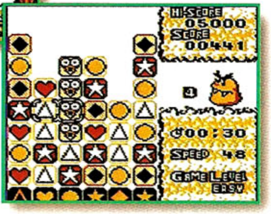
Game Boy

Company ....Nintendo
Release Date ....September 1996
Memory Size ....4 Megabits

A new Tetris for a new time.

The block-busting puzzle game that you discovered last month for the Super NES arrives this month for the Game Boy. Tetris Attack may be the most involving action puzzle game since the original Tetris, and like that classic game, it is perfectly suited to Game Boy. Tetris Attack contains single-player and two-player options plus a puzzle mode that limits the number of moves you have to clear the screen of blocks. With the Game Boy version, you can play on the go or plug it into the Super Game Boy at home. Turn to our Tetris Attack tips in this issue.





ICON KEY

1-PLAYER MODE | MULTI-PLAYER ALTERNATING | MULTI-PLAYER SIMULTANEOUS | PASS-WORD | BATTERY-BACKED MEMORY | GAME LINK | SUPER GAME BOY ENHANCED | SUPER FX CHIP

➕ Totally captivating. Game Link two-player option. Super Game Boy enhancements.

➖ Not as appealing as the Super NES version.

WAR 3010: THE REVOLUTION

Company ....Nintendo
Release Date ....September 1996
Memory Size.......4 Megabits

Humankind fights back against alien oppression.

War strategy takes to the far reaches of the galaxy in Advanced Productions' War 3010: The Revolution for the Super NES. As the human rebel leader, you command a ragtag fleet of stolen starships that you must use to accomplish preset mission goals. For instance, you might have to free a planet or protect a convoy from alien raiders. The game engine is based on traditional hex-board war games and is very similar to the engine in War 2040 for the Super NES. (The graphics of the battle units are considerably more sophisticated than those in War 2040.) First, you move your units, then conflict is resolved by the computer. In addition, you can build new ships and equip fantastic new technologies on existing ships. Much of the strategy revolves around positioning your ships in areas where they gain a defensive advantage. In later scenarios, new ships are introduced and the challenge picks up considerably. This month, Nintendo Power's Epic Center wades into the deep end of space for a battle between the stars.

➕ An easy-to-learn strategy game. Graphics are an improvement over War 2040.

➖ Not enough challenge for serious strategy fans.

• •

TITLE	POWER METER RATINGS G	P	C	T	EDITOR PICKS	IDSA RATING	GAME TYPE
● THE BUGS BUNNY CRAZY CASTLE 2	3.5	3.6	3.0	3.4			ACTION
● DONKEY KONG LAND 2	3.3	3.3	3.8	3.3	✪★✬✳☆		ACTION
● MEGA MAN	4.1	4.3	4.5	4.5	☆		ACTION
● PILOTWINGS 64	4.0	3.5	3.8	4.0	✪★✫✬✳☆	K-A	SIMULATION
● PINOCCHIO	3.5	3.1	2.7	3.3	✫✪	K-A	ACTION
● REALM	3.5	3.3	3.5	3.0		K-A	ACTION
● SIMCITY	3.8	3.6	4.2	4.6	✪☆✳✫		SIMULATION
● SUPER MARIO 64	4.5	3.8	5.0	4.5	✪★✫✬✳☆	K-A	ACTION
● TETRIS ATTACK	3.3	3.5	3.8	4.0	★☆✫	K-A	PUZZLE
● WAR 3010: THE REVOLUTION	2.8	2.8	2.8	3.3		K-A	STRATEGY

POWER METER The Power Meter ratings are derived from evaluations on a five point scale with five being the highest score possible for a category. The categories are: G=Graphics & Sound, P=Play Control, C=Challenge, T=Theme & Fun

SYSTEM KEY ● ---N64 ● ---SUPER NES ● ---GAME BOY ● ---VIRTUAL BOY

PRO PLAYERS If you like the same types of games as our pro players, then check for his or her seal of approval on the chart.

✪ **Scott** Sports, Simulations, Adventures	✬ **Henry** Fighting, Action, Sports
★ **Leslie** RPGs, Puzzles, Adventures	✳ **Dan** Action, Adventures, Puzzles
✫ **Paul** Fighting, Sports, Simulations	☆ **Terry** RPGs, Simulations, Sports

IDSA Ratings

These Independant Digital Software Assoc. ratings reflect appropriate ages for players. The categories include: EC=Early Childhood, K-A=Kids to Adults, T=Teen (13+), M=Mature (17+), A=Adult (18+), NR=No Rating. To contact the IDSA regarding the rating system, call 1-800-771-3772.

PAK WATCH

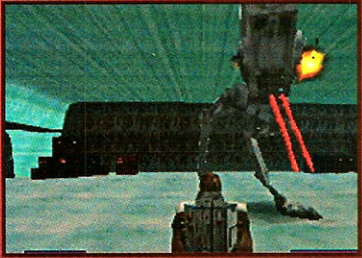
THE *INSIDE* SOURCE ON FUTURE GAMES

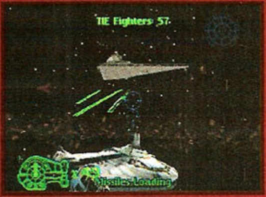
STAR WARS: SHADOWS OF THE EMPIRE

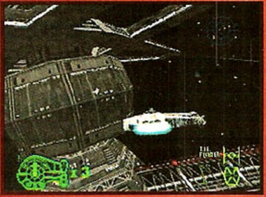
Some day soon, the name of Dash Rendar will stand beside that of Luke Skywalker, Princess Leia Organo and Han Solo. Star Wars: Shadows of the Empire for the N64 from Nintendo and LucasArts opens a new chapter in the ongoing Star Wars story. Nearly complete now, the version received at Pak Watch has everything a Star Wars fan could ask for: action, heroism, impossible odds, Imperial storm troopers, evil plots, and a great sound track. The action encompasses everything from blasting TIE Fighters in space to dodging the gaping maw of a desert worm on Tatooine. Mercenary-turned-hero Rendar hoofs it through much of the game, searching for generators to blow up and storm troopers to blast. When he's not jumping surprised droids, Dash may take to the air with his jet pack or leap aboard a speeder to chase Jabba's henchmen through the twisting streets of Mos Eisley. And it all looks and sounds like a Hollywood production. Shadows is a true feast. And the play control is just as delicious as the sound and graphics. You move Dash from a walk to a sprint using the Control Stick. If you hold the Z Trigger, you can use the Control Stick to aim your blaster up or down. The three camera views include behind-the-shoulder, in-the-head, and out-in-front, each making for an entirely different experience.

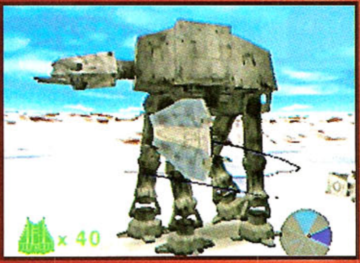
NEWS SOURCE Extra

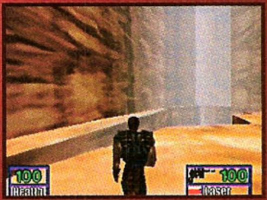
DEVELOPER — LUCASARTS ENTERTAINMENT
PUBLISHER — NINTENDO
MEMORY SIZE — 64 MEGABITS
LEVELS — 10, WITH MULTIPLE STAGES
CAMERA PERSPECTIVES — MULTIPLE

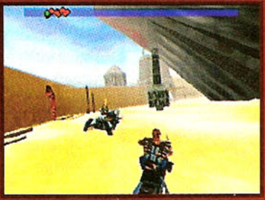






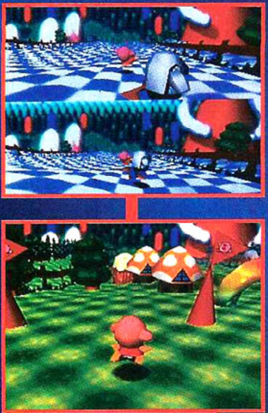




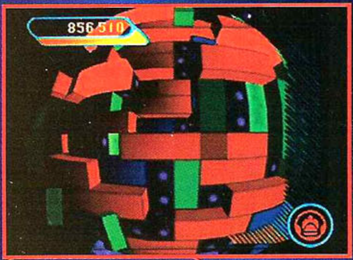


NINTENDO'S N64

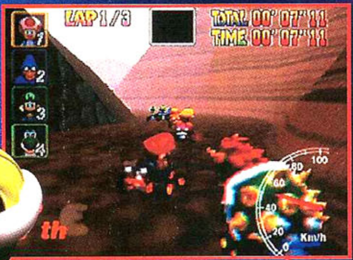
We thought you'd like a look at some of the incredible Nintendo 64 games currently in development at Nintendo Company Limited in Kyoto, Japan. The biggest changes have come about in Wave Race 64. Previous versions of the game didn't include background features such as shorelines or special areas. As you can see now, Wave Race 64 looks fully rounded. The mouthwatering Star Fox 64 shots suggest a game with lots of variety and a very rich 3-D environment. Other games pictured are Kirby's Air Ride, Super Mario Kart R and Tetrisphere.



KIRBY'S AIR RIDE



TETRISPHERE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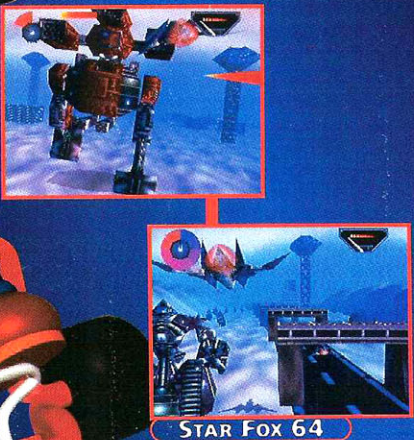
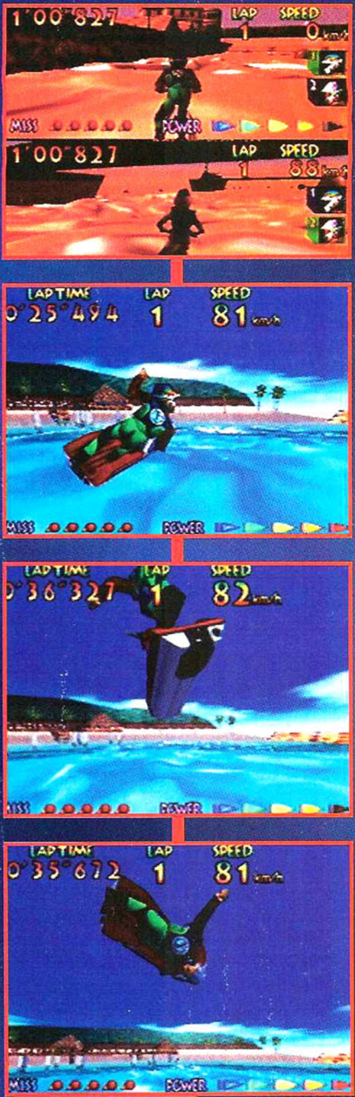
TIME 00' 07" 11
Km/h

SUPER MARIO KART R



STAR FOX 64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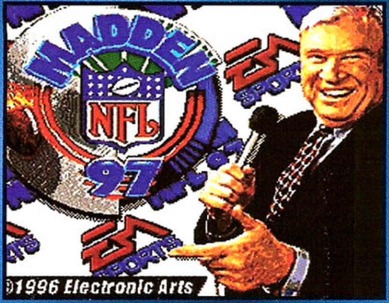
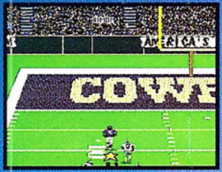
SPEED
MISS
POWER
LAP TIME
0'25"494
81
0'36"327
82
0'35"672
81

WAVE RACE 64

MADDEN NFL '97

The latest in the greatest Super NES football series is back with more action on the gridiron. As a football simulation, Madden NFL '97 doesn't miss a trick. From real NFL players to actual teams, including the newly nested Baltimore Ravens, EA Sports has put it all in this game. The play on the field feels substantially as it always has and the graphics won't shake up the world any more than they did last year. What the folks at EA Sports have done, however, is to continue to refine an already proven football format. Play modes in this edition of Madden include head-to-head vs. players or the computer, season play, and playoffs. The front-office and player tryout options from last year have returned, as well. EA Sports should have this package wrapped up and on the field by the end of September or early October.





SUPER STAR WARS

Super NES owners need not despair despite the feast of extraordinary N64 titles that will be appearing over the next few months. The best line-up for the 16-bit system will be available, as well. Nintendo will rerelease the classic action title, Super Star Wars, originally published by JVC. Super Star Wars joins the Players' Choice series of games that are making their second appearances this year. In Luke's first adventure for the Super NES, players drove a desert speeder, climbed the giant Jawa crawler to rescue R2D2, blasted Imperial TIE Fighters from the Millenium Falcon and piloted an X-Wing down the trench of the Death Star to launch a missile down the vent. Players could also use Han Solo in many stages. This game was designed by LucasArts and programmed by Sculptured Software. The mix of action pioneered a new genre of action adventure games, but nobody does it better than LucasArts. If you missed the original release, don't miss the second coming of Super Star Wars.

NEWS SOURCE Extra

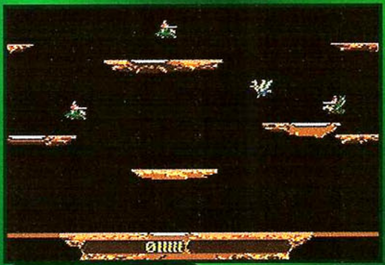
DEVELOPER — SCULPTURED SOFTWARE
PUBLISHERS — JVC AND NINTENDO
MEMORY SIZE — 8 MEGABITS
SPECIAL EFFECTS — MODE 7
LEVELS — 15

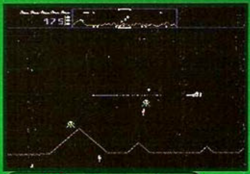
BLASTER
SARLACC PIT MONSTER

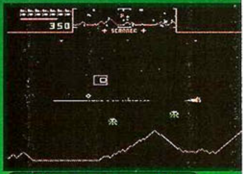
RAPID ION
IMPERIAL DEFENSE DROID

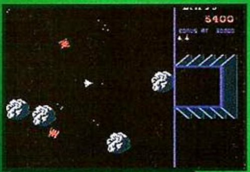
ARCADE'S GREATEST HITS

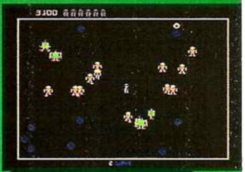
Williams Entertainment has combined five hit arcade games from the '80s into one Super NES Game Pak that is truly loaded. Robotron, Joust, Defender, Defender II and Sinistar all make their Super NES debuts with graphics and sound tracks that are almost indistinguishable from the originals. Fans of these classics will relive the arcade experience and get a few nice options that weren't available back in the good-old-days, such as the Game Options menu that lets you choose your number of lives, level of difficulty, bonus scores and other options. Blasting invaders in Defender or cloud-hopping on an ostrich in Joust have never been so rewarding. Even better, Williams will have an MSRP that reflects the smaller memory configuration of the Pak. With one and two-player options, Arcade's Greatest Hits means fun for all. You don't need 3-D or hi-res graphics to make a great game. These five titles prove it.


JOUST


DEFENDER


DEFENDER II


SINISTAR

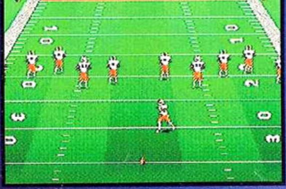

ROBOTRON

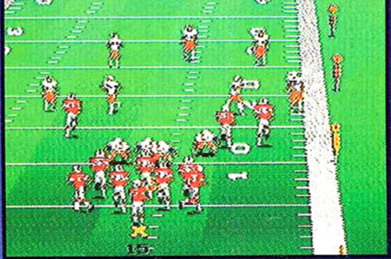
COLLEGE FOOTBALL USA '97

Black Pearl sent us the first shots ever of its new Super NES College Football USA '97 along with a list of features as long as your arm. One of the highlights of this Super NES game is its 111 Division 1A teams from the seven top athletic conferences including: ACC, WAC, SEC, Big 12, Pac 10, Big East and Conference USA. The four biggest bowl games are represented, also, and a national championship game has been added in case you can't live with uncertainty. The most intriguing feature has to be the 16-player tournament mode. At Pak Watch, we tried to imagine putting 16 rabid college football fans in one room then making them wait their turn to play. Better buy insurance before staging one of these parties. Black Pearl's parent company, T•HQ, promises to send Pak Watch a playable version of the game in several weeks, so stay tuned for more news from the Bruise Patrol next month. In addition to College Football USA '97, Black Pearl has obtained the license from EA Sports to produce NHL '97.

NEWS SOURCE Extra

PUBLISHER – BLACK PEARL
RELEASE DATE – NOVEMBER 1996
MULTI-PLAYER – 1 TO 16 TOURNAMENT MODE
TEAMS – 111 DIVISION 1A TEAMS
BOWLS – ROSE, SUGAR, ORANGE, FIESTA

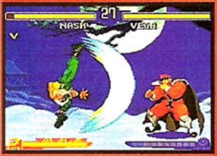


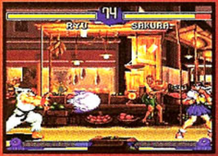


I.N.S.I.D.E.R. U.P.D.A.T.E

STREET FIGHTER ALPHA 2

We had to stop the presses to bring you this news, but it was too big to let slip by. Street Fighter Alpha 2 for the Super NES is on its way this October. Yes, indeed, Super NES fighting fans can rejoice. Nintendo of America feels your pain and wants to do something about it by bringing you the hardest punching, the fiercest kicking, and the most amazing special moves ever. Street Fighter Alpha 2 is the first new Super NES Street Fighter title since Super Street Fighter II in 1994. Two years without a real dragon punch is almost too much to bear. The new game will feature several new characters, areas and tons of new moves including multiple supers and combos. Incidentally, in the photos shown here, M. Bison bears his Japanese name of Vega and Charlie from the arcade version is named Nash. Graphically, Street Fighter Alpha 2 recreates the cartoon look of the arcade game and includes special effects such as the shadow movement of characters. Pak Watch expects to receive the finished game in time for inclusion in the October issue.





TOY STORY

Buzz Lightyear and Woody the Cowboy will return to the store shelves this fall, thanks to a deal worked out between Nintendo of America and Disney Interactive. If you missed Toy Story last year, get ready for a smorgasbord of great graphics and varied game play. The themes of the stages come straight from the blockbuster Disney/Pixar movie, but the game play owes allegiance to classic action platform games. You'll solve simple puzzles, fight off bad toys, fly with Buzz, rope with Woody and even wind up inside the alien crane game for a first-person, 3-D maze experience. To miss this Super NES game once could be considered an oversight. To miss it twice would be embarrassing.

STAR WARS

That famous galaxy far, far away seems to be getting closer to home this fall with a number of Star Wars titles set to be released or rereleased for Game Boy, Super NES and N64. The Game Boy Star Wars debuted back in 1992 from Capcom. The stages are different than those in the Super NES game, but the emphasis on challenging, platform action remains consistent in both versions. The MSRP for Game Boy Players' Choice games is $19.99.

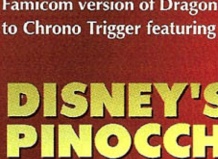
N64 IN JAPAN

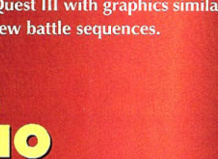
Development of N64 titles in Japan continues, with announcements of new titles happening almost every week. You should keep in mind that announced titles don't always turn into finished games. Nonetheless, the latest from Japan includes some of the most exciting news to date. Hudson Soft announced that it is working on Bomberman 64 and Super Power League 64. We expect that Bomberman will be a multi-player game featuring the sort of frantic, free-for-all that Bomberman fans love, but there is no word yet on whether this game will take place in 3-D mazes or the more standard 2-D, overhead perspective. Pak Watch has also learned that a major North American publisher has already snapped up the rights to bring the new Bomberman across the Pacific, although no date has been set for this. Hudson's Super Power League 64 is a baseball game, which brings the total number of planned N64 baseball titles up to four.

Athena, a major publisher in Japan, is working on a mah-jongg game, which should be popular in Japan but probably won't ever make it to our shores. Seta plans to create three games: Golf, Rev Limit and Wild Choppers. Human Grand Prix from Human will be a racing game. Finally, Enix announced that it is working on a Nintendo 64 sequel to Wonder Project, an epic that appeared on the Super Famicom. In addition, Enix is creating a Super Famicom version of Dragon Quest III with graphics similar to Chrono Trigger featuring new battle sequences.

DISNEY'S PINOCCHIO

Nintendo's Disney connection will get even stronger this fall when Nintendo releases Disney's Pinocchio for the Super NES. Virgin Interactive and Disney Interactive collaborated on the creation of this graphically rich platform game starring the puppet who comes to life. Most of the areas are similar to the stages in the Game Boy version, although you'll find some added complexity and special bonus areas between stages. Pinocchio learns to be truthful and brave the hard way, but the game play is pretty easy, suitable for younger game players. The Disney music does a great job of setting the atmosphere. Pinocchio should show up in the stores this November.





MARIO PAINT

The 1996 holiday season is shaping up to be one of the richest ever for Super NES fans thanks to a wide selection of Players' Choice games. The latest to make the list of all-time greats is the classic Mario Paint, which was first released in 1992. Mario Paint, as the name suggests, isn't a game at all, but rather a creativity program that allows users to create still or animated art. You can also compose simple songs using the music editor. In one of the most popular contests in Nintendo Power history, thousands of Mario Paint artists sent us animated videos of their work. Mario Paint comes with the Super NES Mouse and a special Mouse Pad all for the MSRP of $44.99.

MORTAL KOMBAT TRILOGY

It's all done except for the shouting. MKT from Williams Entertainment is finished and ready to rumble. The Finality, as you can see from these shots, looks pretty enough to frame, but you'll probably want to rip open the box and get down to the gritty action provided by the THIRTY or so fighters. In almost every way, MKT ranks as the biggest fighting phenom to date. Williams set out to create the definitive Mortal Kombat, and they did just that. Don't expect 3-D graphics, though. MKT recreates the familiar 2-D arcade experience, although the N64 version goes beyond the arcade games in special graphics effects.

MORTAL KOMBAT
TRILOGY

PUSH START
00
PUSH START

PUSH START
00
PUSH START

PUSH START
00
PUSH START

WINS: 00
29
REPTILE WINS

RELEASE FORECAST

N 64

BLAST CORPS	FALL '96
CRUIS'N USA	FALL '96
KILLER INSTINCT GOLD	FALL '96
MORTAL KOMBAT TRILOGY	FALL '96
PILOTWINGS 64	FALL '96
STAR WARS: SHADOWS OF THE EMPIRE	FALL '96
TETRISPHERE	FALL '96
TUROK: DINOSAUR HUNTER	FALL '96
WAVE RACE 64	FALL '96
WAYNE GRETZKY'S 3-D HOCKEY	FALL '96

Super NES

ARCADE'S GREATEST HITS	FALL '96
COLLEGE FOOTBALL USA '97	FALL '96
DISNEY'S PINOCCHIO	FALL '96
DONKEY KONG COUNTRY 3	FALL '96
MADDEN NFL '97	FALL '96
NBA HANG TIME	FALL '96
NHL '97	FALL '96
PRINCE OF PERSIA 2	FALL '96
STREET FIGHTER ALPHA 2	FALL '96
WHIZZ	FALL '96
ULTIMATE MORTAL KOMBAT 3	FALL '96

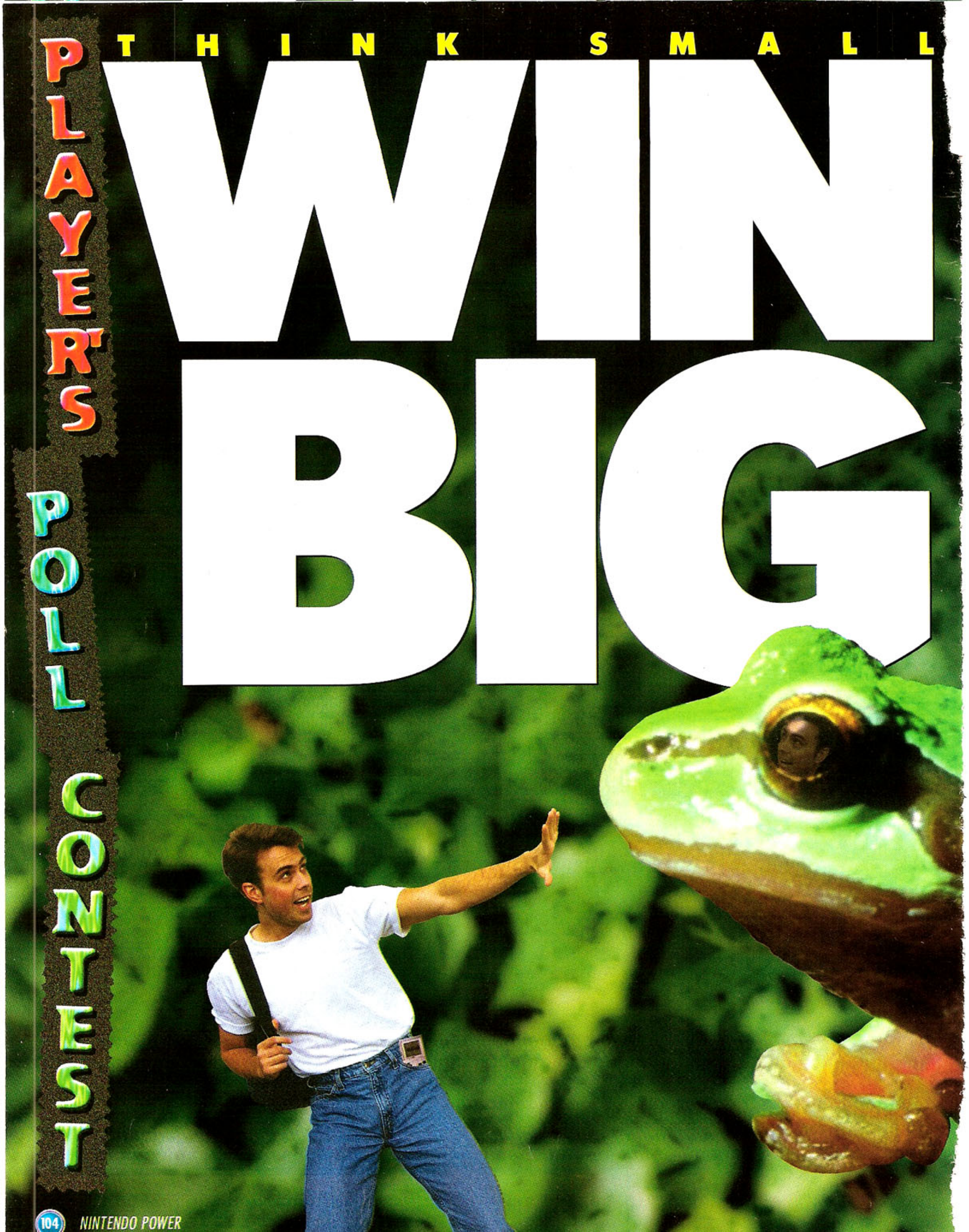
Game BOY

DONKEY KONG '94	FALL '96
FIFA SOCCER '97	FALL '96
MEGA MAN	FALL '96
MOLE MANIA	WINTER '97
SUPER MARIO LAND 2	FALL '96
WARIO LAND	FALL '96

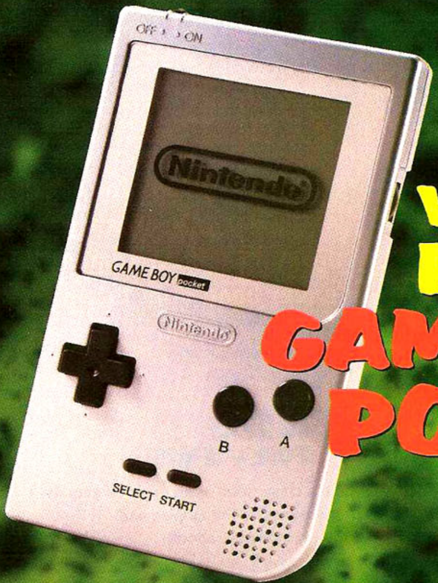
PLAYER'S POLL CONTEST

THINK SMALL

WIN BIG



GRAND PRIZE



100 WINNERS POCKET GAME BOY POCKET

SECOND PRIZE

NINTENDO POWER T-SHIRTS

NO POCKET
[Just the coolest clan in the animal kingdom]

NOT SLIM
[100% heavy-weight cotton]

50 WINNERS!

OFFICIAL CONTEST RULES

No purchase necessary. To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 88, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 88
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than October 1, 1996. We are not responsible for lost or misdirected mail. On or about October 15, 1996, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, send your request to the address above after October 31, 1996.

GRAND PRIZE: One hundred Grand Prize Winners will receive Game Boy Pockets. Estimated total value of all prizes is $5,000. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

Coming Next Issue.....

Volume 89, October 1996

MORTAL KOMBAT TRILOGY™

Fighting enters a new dimension next month, and you've never seen a fight card like this! More than 25 kombatants–some you've never been able to control before–enter the ring in Mortal Kombat Trilogy for the N64.

NINTENDO 64 PREVIEWS

In next month's issue, we'll take a closer look at a couple of eagerly-awaited N64 titles, Star Wars: Shadows of the Empire and Wave Race 64. See what all the excitement's about!

PUSH START
00
PUSH START
RAYDEN
NIGHTWOLF
190
Laser

In October, we'll feature Donkey Kong Country 3: Dixie Kong's Double Trouble. Meet Kiddie Kong, Dixie's sidekick, and see what's new with the Kong clan. You won't believe what Rare's cooked up now!

DONKEY KONG COUNTRY 3
DIXIE KONG'S Double Trouble!

Super NES

1. Addams Family Values
2. The Adventures of Batman & Robin
3. Aerobiz Supersonic
4. AAAHH!!!! Real Monsters
5. Animaniacs
6. Arcade's Greatest Hits
7. Ardy Lightfoot
8. Bass Masters II
9. Bass Masters Classic
10. Bass Masters Classic Pro Edition
11. Bassin's Black Bass with Hank Parker
12. Batman Forever
13. Boogerman
14. The Brainies
15. Breath of Fire II
16. Brunswick's World Tournament of Champions
17. Bust A Move
18. Castlevania Dracula X
19. Chrono Trigger
20. Civilization
21. College Football '97
22. College Slam
23. Cutthroat Island
24. Demolition Man
25. Demon's Crest
26. Dirt Trax FX
27. Disney's Aladdin
28. Disney's Pinocchio
29. Donkey Kong Country
30. Donkey Kong Country 2
31. Donkey Kong Country 3
32. Doom
33. Dragon View
34. Dragon Warrior VI
35. EarthBound
36. Earthworm Jim
37. Earthworm Jim 2
38. Emmitt Smith Football
39. FIFA International Soccer '96
40. Final Fantasy II
41. Final Fantasy III
42. Final Fight 3
43. Frank Thomas Big Hurt Baseball
44. Frantic Flea
45. Godzilla: Destroy All Monsters
46. Illusion of Gaia
47. Incantation
48. Indiana Jones' Greatest Adventures
49. Judge Dredd
50. Jurassic Park 2
51. Ken Griffey Jr. Presents: MLB
52. Ken Griffey Jr.'s Winning Run
53. Killer Instinct
54. King Arthur & the Knights of Justice
55. Kirby's Dream Course
56. Kirby Super Star
57. The Legend of Zelda: A Link to the Past
58. Lemmings 2
59. Lobo
60. Looney Tunes B-ball
61. The Lost Vikings
62. The Lost Vikings II
63. Lufia II
64. Madden NFL '96
65. Madden Football '97
66. Mario Paint
67. Marvel Super Heroes in War of the Gems
68. The Mask
69. Maui Mallard in Cold Shadow
70. Mechwarrior 3050
71. Mega Man X
72. Mega Man X2
73. Mega Man X3
74. Mega Man 7
75. Might & Magic III: Isles of Terra
76. Mighty Morphin Power Rangers: The Movie
77. Mohawk & Headphone Jack
78. Mojo Rising
79. Mortal Kombat II
80. Mortal Kombat 3
81. Mr. Do!
82. Ms. Pac-Man
83. Mutant Chronicles: Doom Troopers
84. NBA Give 'n' Go
85. NBA Hang Time
86. NBA Jam
87. NBA Jam Tournament Edition
88. NBA Live '96
89. NFL Quarterback Club '96
90. NHL '96
91. NHL '97
92. Ninja Gaidan Trilogy
93. Ogre Battle
94. Olympic Summer Games
95. Oscar
96. PGA European Tour
97. Power Piggs of the Dark Age
98. Power Rangers Zeo: Battle Racers
99. Prehistorik Man
100. Primal Rage
101. Prince of Persia 2
102. P.T.O. II
103. Realm
104. Revolution X
105. Road Rash
106. RoboTrek
107. Samurai Shodown
108. Scooby Doo Mystery
109. Secret of Evermore
110. Secret of Mana
111. SimCity
112. Spawn
113. Star Trek: Deep Space Nine
114. Star Trek: Star Fleet Academy
115. Star Fox
116. Street Fighter II Turbo
117. Stunt Race FX
118. Super Bomberman 2
119. Super Mario All-Stars
120. Super Mario Kart
121. Super Mario RPG
122. Super Mario World 2: Yoshi's Island
123. Super Metroid
124. Super Punch-Out!!
125. Super Street Fighter II
126. Swat Kats
127. Tecmo Secret of the Stars
128. Tecmo Super Bowl III: Final Edition
129. Tetris & Dr. Mario
130. Tetris Attack
131. Top Gear 3000
132. Toy Story
133. True Lies
134. Ultimate Mortal Kombat 3
135. Uncharted Waters New Horizons
136. Uniracers
137. Urban Strike
138. Wario's Woods
139. WeaponLord
140. Whizz
141. Winter Gold
142. WWF Raw
143. WWF Wrestlemania: The Arcade Game
144. X-Men: Mutant Apocalypse
145. War 3010: The Revolution
146. Zoop

Game Boy

147. Aladdin
148. Alien Games
149. Animaniacs
150. Asteroids/Missile Command
151. Battle Zone/Super Breakout
152. Blues Bros. Jukebox
153. Casino Funpak
154. Centipede/Millipede
155. College Slam
156. Contra: The Alien Wars
157. Cutthroat Island
158. Defender/Joust
159. Desert Strike
160. Digger
161. Disney's Pinocchio
162. Donkey Kong
163. Donkey Kong Land
164. Donkey Kong Land 2
165. Donkey Kong '94
166. Dr. Mario
167. DragonHeart
168. Earthworm Jim
169. Earthworm Jim 2
170. FIFA Soccer '96
171. FIFA Soccer '97
172. Frank Thomas Big Hurt Baseball
173. Galaga/Galaxian
174. Jungle Strike
175. Jurassic Park 2
176. Iron Man X-O Manowar In Heavy Metal
177. Killer Instinct
178. Kirby's Block Ball
179. Kirby's Dream Land
180. Kirby's Dream Land 2
181. Kirby's Pinball Land
182. Lamborghini American Challenge
183. The Legend of Zelda: Link's Awakening
184. The Lion King
185. Madden '96
186. Mario's Picross
187. Mega Man
188. Mega Man V
189. Metroid II: Return of Samus
190. Mole Mania
191. Monster Max
192. Mortal Kombat II
193. Mortal Kombat 3
194. NBA Jam
195. NBA Jam Tournament Edition
196. NBA Live '96
197. NHL '96
198. Olympic Summer Games
199. PGA Tour Invitational
200. Pocahontas
201. Prehistorik Man
202. Primal Rage
203. Samurai Shodown
204. Space Invaders
205. Star Trek: Generations
206. Street Fighter II
207. Super Mario Land
208. Super Mario Land 2: 6 Golden Coins
209. Super Return of the Jedi
210. Sword of Hope II
211. Tetris
212. Tetris Attack
213. Tetris Blast
214. Tetris 2
215. Titus the Fox
216. Toy Story
217. Urban Strike
218. Vegas Stakes
219. Wario Blast
220. Wario Land: Super Mario Land
221. WWF Raw
222. Zoop

Virtual Boy

223. Bound High
224. Dragon Hopper
225. Galactic Pinball
226. Golf
227. G-Zero
228. Jack Bros.
229. Mario Clash
230. Mario's Tennis
231. Nester's Funky Bowling
232. Panic Bomber VB
233. Red Alarm
234. TeleroBoxer
235. 3-D Tetris
236. Vertical Force
237. Virtual League Baseball
238. Wario Land
239. Waterworld
240. Zero Racers

Other Picks

242. Blast Corps (N64)
243. Body Harvest (N64)
244. Buggie Boogie (N64)
245. Creator (N64)
246. Cruis'n USA (N64)
247. Descent (N64)
248. Doom (N64)
249. Dragon Quest VI
250. FIFA Soccer (N64)
251. Game Boy Pocket
252. Goldeneye 007 (N64)
253. Ken Griffey Jr. Baseball (N64)
254. Killer Instinct Gold (N64)
255. Kirby's Air Ride (N64)
256. Legend of Zelda 64 (N64)
257. Mission: Impossible (N64)
258. Monster Dunk (N64)
259. Mortal Kombat Trilogy (N64)
260. NBA Hang Time (N64)
261. Nintendo 64
262. Pilotwings 64 (N64)
263. Robotech: Crystal Dreams (N64)
264. Star Fox 64 (N64)
265. Shadows of the Empire (N64)
266. Super Mario Kart R (N64)
267. Super Mario 64 (N64)
268. Tetrisphere (N64)
269. Top Gear Rally (N64)
270. Turok: Dinosaur Hunter (N64)
271. War Gods (N64)
272. Wave Race 64 (N64)
273. Wayne Gretzky's 3-D Hockey (N64)
274. X-Band Modem

64 Reasons To PLAY THE

55. There's no height requirement!

56. Like you have anything better to do!

57. 58. 59. Eat cereal. Play game. Nuff said.

60. 61. No nasty cough syrup or painful shots needed!

62. It's the most fun you can have with a cardboard box!

63. To play or not to play? That's a stupid question!

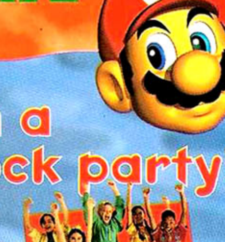
64. You can't win if you don't play!

Kellogg's® **NINTENDO64**

INSTANT WIN GAME

1. One in 64 Wins!

2. MORE THAN A MILLION TOTAL PRIZES!

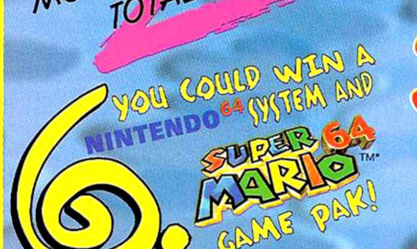


3. you could win a NINTENDO64 block party!

4 As part of the block party, a Nintendo trailer with *multiple* play stations will come to your house!

5 It also includes a Nintendo 64 System and Super Mario 64TM* Game Pak.

6. YOU COULD WIN A NINTENDO64 SYSTEM AND SUPER MARIO 64TM* GAME PAK!



7. Game cartridges feature real time, 3-D graphics! 8. It's the world's first 64-bit video game system. 9. New "C buttons" change a player's perspective. 10. Controller has a memory pack accessory. 11. In this 3-D environment, characters can go wherever you want them to. 12. 3-D stick allows revolutionary 360-degree movement.

13. YOU COULD WIN A NINTENDO POWER® SUPER POWER CLUB MEMBERSHIP!

14 15 16

Membership includes 12 free issues of *Nintendo Power* magazine, the Super Power Club catalog and Power Stamps you can use to buy exclusive Nintendo merchandise!

17. you could win a NINTENDO64 hologram watch!

18—19—20

Watch features a dual image hologram, a leather band and an embossed Nintendo 64 logo.

21 YOU COULD WIN A Kellogg's®/NINTENDO64 PHONE CARD!

22 23 Phone card has six minutes and forty seconds of free phone time and can be used to call the Nintendo Power Line to get the complete scoop on Nintendo 64 and inside tips on your favorite games!

NINTENDO64
PHONE CARD
6:40 FREE TIME

SEE THESE SPECIALLY MARKED Kellogg's® PACKAGES FOR YOUR CHANCE TO WIN!

24
Kellogg's
APPLE JACKS
INSTANT WIN GAME
ONE IN 64 WINS!

25
Kellogg's
CORN POPS
INSTANT WIN GAME
ONE IN 64 WINS!

26
Kellogg's
Frosted Mini-Wheats
INSTANT WIN GAME
ONE IN 64 WINS!

27
Kellogg's
Frosted Mini-Wheats
BITE SIZE
INSTANT WIN GAME
ONE IN 64 WINS!

28
Kellogg's
FROSTED FLAKES
INSTANT WIN GAME
ONE IN 64 WINS!

29
Kellogg's
RICE KRISPIES TREATS
INSTANT WIN GAME
ONE IN 64 WINS!

30. Something deep down in your gut says this is your lucky day!

31. 'Cuz we double dare you to!

32. INSTANT GRATIFICATION!!

33. 34. 35. Fame, fortune and power!

36. 37. Because Kellogg and Nintendo sound really cool in pig latin. (Ellogg Kay) (Intendo Nay)

38. It's better than playing an instant lose game!

39. Three out of five dentists surveyed recommended it.

40. 41. Love and happiness.

42. It's like recess for your brain!

43. Plumber Power!

44. 45. 46. Three words: Winning is Good!

47. A block party sounds more fun than the Democratic or Republican Party.

48. You can't find these kinds of prizes on a package of Brussels sprouts!

49. If you win, your kid brother will lick your shoes in worship!

50. 51. Prizes! More Prizes!

52. It's more fun than taking off a bandage.

53. You need a reason to play a GAME?!

54. Some winners get to fill out a really cool affidavit!

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NINTENDO 64
Change The System